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# ELECTRONIC GAMING MONTHLY

## 1993 VIDEO GAME PREVIEW ISSUE!

NINTENDO'S HOT 3-D SHOOTER!

**STARFOX** THE JAPANESE **FX** TM

**EGM PREVIEWS**

**MARIO IS MISSING**

**FINAL FIGHT 2**

**DOLPHIN CD**

**BATMAN CD**

**COOL SPOT**

**ZELDA GB**

**SONIC CD**

**X-MEN**

**MORTAL KOMBAT**

**THE ARCADE HIT COMES HOME  
TO SUPER NES AND GENESIS!**

\$4.95/\$5.95 Canada/£2.60

March, 1993

Volume 6, Issue 3



0 14302 74874 4

MARCH, 1993

ELECTRONIC GAMING MONTHLY • STAR FOX

NUMBER 44

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# Before you play this know which



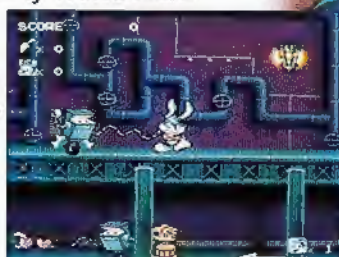
La-a-a-nd Ho-o-o! It's Tiny Toon Adventures™ - Buster's Hidden Treasure™ for Sega™ Genesis™. As Buster Bunny, you've landed in a 33 stage treasure hunt adventure. Check out the animated terrain and "toon" your big blue ears into the groovular sound effects. Bounce through cartoon turf such as the Underground Sea and a Waterfall so wacky, you won't know which way is up.



You've got to rescue your pals and find the treasure before spoiled Montana Max spoils your plans. But you'll practically have to move mountains if you're going to make it through the mountainous Radar Range.



You're drooling for that 14 carrot gold, but so is every other toonster in town! Dr. Gene Splicer has even brainwashed (we use the term loosely) Elmyra and Dizzy Devil to do his dirty work. Here in the Excavation Factory you'll really have to crank out the carrot juice to survive.



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The Shipwreck will have you sunk because it's swarming with zany challenges. In a pinch, you can always spring a triple jump or slide down a rope with your ears.

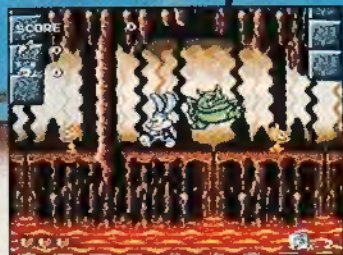


# cartoon, you better way to Gogo.

Welcome to the Fungusamungus Forest, where creepy trolls and owls are just dying to meet you. But hang on to your carrots, Gogo Dodo will show you where to go throughout this adventure.



The Plains! The Plains! This fantasy island is fraught with freaky flatlands. Before they flatten you, watch out for unidentified falling objects, electric zappers, moving walls, levers and misplaced rakes.



Happy Spelunking! No, it's not a Swedish holiday, save your greeting cards. You're going to be exploring the Deepdark Caverns. Some caves flow with molten lava. Talk about a hot foot!





March, 1993

Volume 6, Issue 3

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# INSERT COIN

## NINTENDO OR SEGA...WHO IS NUMBER ONE?

We're back from CES and like always, it was a great show. There were tons of new games and a lot of new technology. As usual, it's all here in this issue along with the first info, specs and pictures.

But this year, there is something new. The 16-Bit wars that started a year ago September, when Nintendo brought out their Super NES, may just have a new leader. It all depends on whose numbers you believe. Nintendo claims they sold 6.6 million Super NES systems last year. They say that they have 69% of the 16-Bit market with a total of 8.7 million systems in our homes. Sega maintains they sold 4.5 million system in 1992 and have an installed base of 7.5 million systems. Each company says that they are in first place. Who do you believe?

Nintendo did have a great year. They, and their licensees, were able to bring out a constant stream of great games to convince players that the Super NES is the system to buy. Sega, on the other hand, took a pass on the first 8 months and concentrated on selling their games and systems during the Christmas season. Was this wise? Probably not, as Nintendo, by working hard all year long, was able to catch up with, and probably pass, Sega.

Has Sega learned anything from this? Judging from what we saw at the Winter CES, they haven't. Their Menacer light gun won't have a new game for at least another 6 months. Their spectacular Activator allows players to lift their legs and arms to play tunes. Their hot CD system needs new games. From their production list, the CES games either: weren't there (Sonic, Dolphin, Sherlock Holmes 2), unplayable (Joe Montana, Citizen-X, Silpheed, Dark Wizard), or cartridge games with CD tunes (Spiderman, After Burner 3, Indiana Jones, Final Fight). Not too impressive considering Sega was bragging about their great jillion dollar multi-media CD studio they built last year.

What does Sega say about this? The same thing they said last year: "Wait until Summer CES." But, will the dealers and players wait? The NES is dead. This will be the year that players move up to a 16-Bit system. Nintendo projects that their Super NES system sales this year could approach the all-time yearly single-platform record! That is 8 million new Super NES systems. About seventy-five percent of these will be sold during the Christmas season. That leaves two million systems to be sold from January through September. These two million players will look at the new games on the shelves and see a lot of exciting titles for the Super NES. Will they be as impressed with the new Genesis titles? Perhaps not, as they would have to wait until fall when the Summer CES games get to the stores. Which system will they then buy?

History seems to be repeating itself. A few years ago Sega had a great 8-Bit system (Master System). It was clearly superior to the NES. Nintendo persevered though, and with a lot of hard work, they made the NES a household item.

Nintendo is now back with their 16-Bit system. In a little bit over a year they have gone from nothing to at least tied for first place. And knowing this, Sega, can you really afford to make the game players "wait until Summer CES"?

Ed Semrad  
Editor





# IN YOUR DREAMS...

An SNES  
Dream Come True!  
-Game Players

One of our staff's favorite  
games was Bart's Nightmare!  
-VG&CE

Imaginative twists and turns  
of the TV show are everywhere  
in this game...  
-Nintendo Power

ENTERTAINMENT  
WEEKLY'S  
#1 VIDEO GAME!

# OR BART'S NIGHTMARE!

## PLAY THE GAME REVIEWERS ARE LOSING SLEEP OVER!

Battle the mighty Homer Kong in the game *Game Players* called "An SNES Dream Come True!" Enter the world of Itchy and Scratchy in *Entertainment Weekly's* #1 rated SNES video game! Vanquish vile villains as Bartman in one of *Video Games and Computer Entertainment* staff's "favorite games!" Check out the amazing eye-popping graphics, Bart's real digitized voice, dazzling action and game play that'll keep you up all night!



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**SUPER NINTENDO**  
entertainment system



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Look no further for super pages on  
STARFOX AND MORTAL KOMBAT!

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### 'WET' YOUR APETITE! 150

Turn to Lifestyles for our feature on Image Comics' red hot artist Whilce Portacio and his upcoming release entitled *Wetworks*. Take a look at Sonic's comic and Mario's movie!





You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

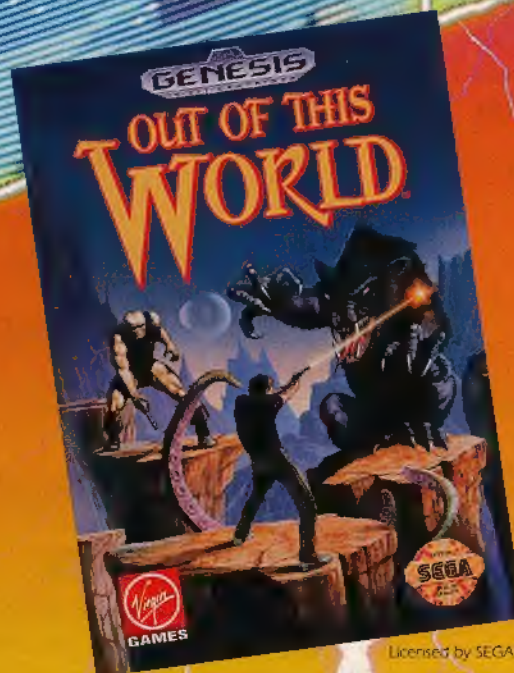
When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling this place home, you'll need to dodge, outwit and overcome a host of deadly aliens, monster guards and bloodsucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

### Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score



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# ELECTRONIC GAMING MONTHLY

## THE BIGGEST AND BEST!!

### FACT-FILES

#### SUPER NES TIMES

90

EGM gives you the first look at some really hot carts like Mortal Kombat, Final Fight 2, Batman Returns, and Nintendo's new FX chip game, StarFox! Also, check out our great pages on Tiny Toon Adventures: Buster Busts Loose, Super NBA, Mech Warrior, Family Dog, Super Slap Shot and more!

#### OUTPOST SEGA

111

This month's Genesis pages are chock full of never-before-seen games! Don't miss the first story on Splatterhouse 3, Rolling Thunder 3, X-Men, Cool Spot, Outrun 2019 and more! For the Sega CD, we've got the first pictures of Sonic CD, Final Fight CD, Batman Returns CD, Joe Montana's NFL Football CD, and the ultimate polygon graphics game, Silpheed CD!

#### TURBO CHAMP

128

Save the land from the grip of evil in Beyond Shadowgate and make room for the human race in the shooter TerraForming.

#### NINTENDO FORCE

136

Final Fight is coming to the NES. Plus, the Battletoads and Double Dragon team up for a deadly combination!

#### CLUB GAMEBOY

142

Stir up spells in Kid Dracula or piece together the puzzling quest in Milon's Secret Castle. Plus, a portable version of The Legend of Zelda.

#### SUPER GEAR

148

That famous web-slinger is back! Check out Spiderman: Return of the Sinister Six. Go two-on-two in Arch Rivals!





## SPECIAL TREASURE!

Receive a **FREE Hook soundtrack cassette** when you buy any NES, SNES or Game Boy **HOOK VIDEO GAME** and **HOOK VIDEO MOVIE**. See below for details.

# THE CRITICS ARE HOOKED!

Check out what they're saying about the incredible new Super NES version of Hook.

"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch." — **SUPER NES BUYER'S GUIDE**

"Hook is intelligently made from start to finish. Its execution is excellent."  
— **GAME PLAYERS NINTENDO GUIDE**



Flying's your greatest power,  
but keep your eye on the flight meter



Here's your chance...  
you've got him where you want him

"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way." — **GAMEPRO**

Hook. The ultimate adventure for your Super NES. You'll be Hooked too!

Also available for NES, GameBoy and Sega CD.

To get your free Hook cassette, mail in the Universal Product Code (UPC) from the package of any Hook video game and the Proof of Purchase tab from the Hook video movie (no photocopies, only original packaging will be accepted) along with your name and address and \$1.50 for postage and handling to:  
HOOK Soundtrack Offer, P.O. Box 7696, Young America, MN 55573-7696.  
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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





A group of celebrities and a cartoon fox tail are gathered at a press conference. The celebrities include an older man with glasses, a man with a beard and bow tie, a woman with glasses, and a woman with short blonde hair. They are all looking towards the camera. A large, stylized cartoon fox tail is visible in the bottom right corner. Speech bubbles are directed at each of the celebrities, containing humorous questions. The background is a plain, light-colored wall.

*Weren't you  
a centerfold in  
National  
Geographic?*

*Did you  
get those ears from  
Ross Perot?*


*Is it  
true you eat  
Hedgehogs?*

*Is it a fact  
that you bit Barbara  
Walters?*

*Didn't you  
get busted for  
catnip in  
the '60s?*

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*Is the  
fur still flying  
between you and  
Roseanne?*

*Did you  
leave that surprise  
on my lawn?*

*Will you do  
Jay or Arsenio  
first?*

*What's a  
Woolie?*

*Will you  
be cutting an  
album with  
Madonna?*

*Does he  
know he's not  
wearing any  
pants?*

*Will you  
and Arnold do  
a 'Furminator'  
movie?*

HEAR

**BUBSY**

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# INTERFACE

## LETTERS TO THE EDITOR

Your future is in your hands! You now have a once in a lifetime opportunity to get the straight story on anything in the video game industry. The only catch is that you have to be creative. We're tired of hearing about the SF2 hidden Boss code. Talk about something controversial! You don't have to rag on the other mags, their audit numbers do all the talking. Got the idea? So put the game on pause and start writing. Just think, if you get your letter published your parents will think that playing games really isn't so bad after all. If you REALLY want to impress us, you should draw something on the front of your letter. Then send it to: Interface, Letters to the Editor, c/o Sender Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you want a personal answer to your question, ask your teacher, shrink or your friend in the mirror.

### BLAST AWAY...

Recently I've heard Sega claim that the Genesis has a feature called Blast Processing. Sega also boasts that the Super NES doesn't have this technology. Could you explain what Blast Processing exactly is?

Todd Noel  
Boardman, OH



Sonic gets ready to kick the Genesis into its 'blast processing' mode.

(Ed. Sega is quite vague when it comes to giving away the exact meaning or procedure of their new technology. Such is the case about their 'exclusive blast processing mode'. What they would say when questioned, is that BP is "the total power dedication of the Genesis system to giving a character on screen a very quick blast of speed. This guarantees the fastest power punch ever delivered on a 16-Bit system." Sega states that BP is like kicking the system into turbo-charge. The first example of BP occurs in Sonic the Hedgehog 2 when Sonic or Tails get into their spin-dash maneuver and bolt across the screen "in the blink of an eye". Revolutionary? You tell us!)

### STREET FIGHTER 2...TOO EASY!

I was wondering if there was anything that would make Street Fighter 2 any harder. I know this sounds stupid, but I have beaten M. Bison (on level 7) with every world warrior. All you have to do is stay in either corner and when he jumps at you kick him.

Chris Moore  
Louisville, KY

I tried the Game Genie Boss code that you published in your last issue and it does work! Unfortunately it glitches out after a while. Have you been able to get a better code?

Jason Bench  
Seattle, WA

(Ed. A harder SF2? First, why don't you try a little technique. I would hardly consider standing in a corner and kicking, a great way to play this game. But, if you want it harder, try the Game Genie code 8E6D-DD64. In SF2 player 2 (the computer) will be invisible!

For another Boss code, check out our tricks section in this issue!)



Want a real challenge? Play an invisible opponent (except for his shadow) in SF2!

### MERRY CHRISTMAS...

Thanks for the Christmas card that came with last issue. Never have I ever got anything like this from any of the many publications that I subscribe to. That was very thoughtful of you as all I get from the other game mags are cards wanting me to resubscribe. Next year I think you guys should give money or games with your Christmas cards. At least to the subscribers.

Jamison Cranmer  
Binghamton, NY



One small reason why you should subscribe to EGM. More surprises are coming!

(Ed. Didn't you get the check we enclosed with the card? After all of the envelopes were sealed, I had this strange feeling that we forgot to include something. Oh well, perhaps next year.

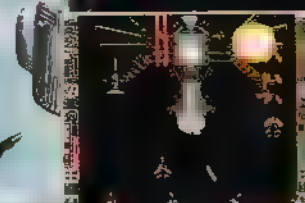
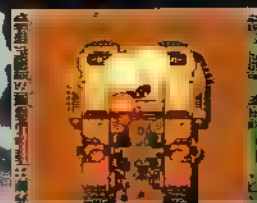
Seriously, the card is just a small token of our appreciation for your dedication to making EGM the best selling mag in the industry! We have a lot of cool things lined up for 1993, and the Christmas card was just the first of many 'subscribers only' no-cost specials that we plan on sending out this year.)



# CHOOSE YOUR WEAPONS.

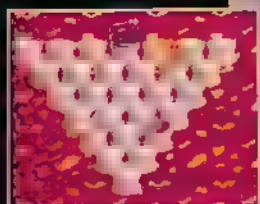
You've never seen 2-player shoot-'em-up action like this! An alien war force is threatening the human race. Our scientists have developed the ultimate weapon: Strike Gunner! Equipped with an awesome arsenal of offensive and defensive devices, only two could be built—but those two can combine into one superfighter of astonishing power!

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**SUPER NINTENDO**  
A SUPER NINTENDO GAME

NTV International  
Corporation  
50 Rockefeller Plaza  
New York, NY 10020



Q\*Bert 3 for the 16-bit Super NES system takes the classic Q\*Bert arcade game theme to new heights, with an amazing variety of eye-popping, multi-screen worlds. Along with the old familiar cast of characters, Q\*Bert 3 introduces a whole universe of new enemies, obstacles and items.

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# HE'S QUICK, HE'S CURIOUS, HE'S QUBE-ACIOUS!



## TOO HOT TO HANDLE!

We know that our readers have a burning desire to know everything possible about video games but sometimes they go too far. It seems that the tip which Mr. Jason Zerafa from Grafton Ontario sent in was so hot that it set the letter on fire!

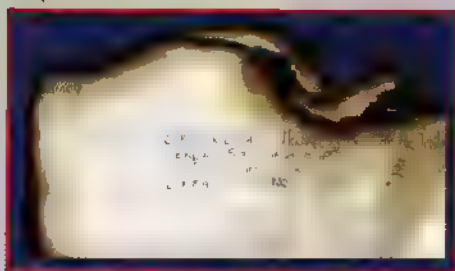
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The enclosed item of mail was vandalized by a person or persons unknown.

Although we have no control over this type of vandalism, we wish to express our sincere regrets for the inconvenience caused you by this unfortunate incident. It is hoped the delay resulting from this incident is not serious.

Yours sincerely,  
Kelly Travers  
Representative"



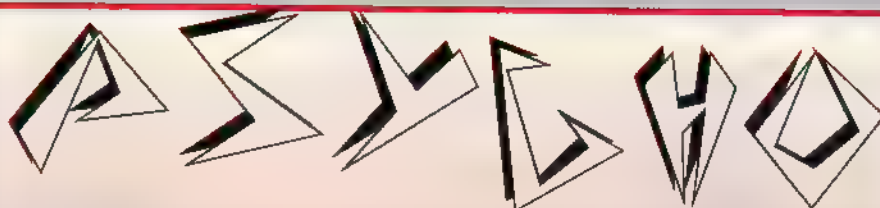
Readers are sending in tricks that are so hot that they set the mail on fire!

(Ed. Well Jason, were we inconvenienced? Was your trick so hot that it started the mail on fire? Could it have been the SF2 Boss Code! We'll never know, thanks to the trusty post office!)

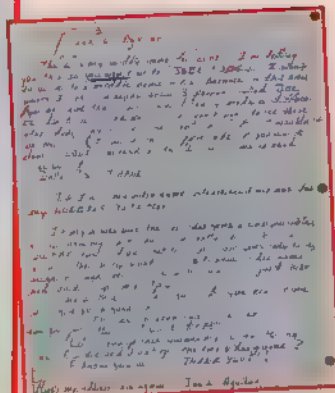
## STREET FIGHTER 2 FOR NES!

All I seem to care about these days is Street Fighter 2. I am very interested in obtaining the NES version of this hot cart. None of the stores that I have contacted could find the game but it must exist, as you ran pictures of it a few issues ago. I think it came from Hong Kong or some other Asian country as I know it wasn't from Japan. Is this an illegal cart and that is why nobody can get their hands on it? Or, is this something I must order straight from Hong Kong?

Stan Baddles  
Manhattan Beach, CA



## LETTER OF THE MONTH!



"The 'L' (Joe L. Aguilar) is my middle name for Louis. I'm telling you this so you won't write 'JOEL'. I want to write this middle name initial because in this area where I live, I already know 3 persons called Joe Aguilar, and that 'L' would really make a difference, don't you think so? I just don't want to see these other dudes saying that they sent in this tip, it wouldn't be fair! (I would really appreciate if you write down LOUIS instead of the 'L', so it would read: Joe Louis Aguilar... Thanks for reading my letter... Keep up the good work EGM! Could you please answer my letter telling me if I did or did not get the free video game? I know you will...THANK YOU!!! Here's my address again Joe L. Aguilar, Dallas TX."

Well JOEL, there is good news and bad news. The good news, JOEL, is you are one of the very few players in the country who will get an answer from us about the questions in their letter. The bad news, JOEL, is the fact that the Midnight Resistance trick you sent in really sucked big time. I mean, JOEL, the game is older than most of the guys who are writing for us! And, hey JOEL, do you think you told us enough times how to spell your name? Do you think we won't do it right, JOEL? The other bad news, JOEL, is that you didn't win the free game. The good news, JOEL, is that you did win a T-Shirt! Welcome to our Psycho club JOEL!

### WIN AN OFFICIAL EGM T-SHIRT!

If you send us a letter you never really know where it may appear. It could be as a letter to the editor, in the artwork section, as a game trick, or possibly even like JOEL's letter - on this page! If you see your masterpiece here, we'll reward you with a limited edition EGM T-Shirt as our gift!



An 8-Bit NES version of Street Fighter 2 will be coming out later this year!

(Ed. The Street Fighter game that we ran pictures of was an unlicensed version of the game that was produced in southern Asia. You are right, as such copies of the game are illegal and that is why nobody can get the cart. Don't give up hope, though. In talking with the people at Capcom during the Winter CES, we have found out that there will be a legal NES version of Street

Fighter 2 coming out in the U.S. later this year! Capcom has licensed the rights to do the game to a yet unannounced Nintendo licensee. Exactly how much the game has to be cut back to fit into a NES cart that would have at most, 4 megabits of memory; how the controls will work with only two buttons on the standard NES controller; and whether all of the world warriors will be in the NES version are several questions that are yet unanswered.

Since you are a died-in-the-wool NES player, you might also be interested in Capcom's newest 8-Bit game. It is called Mighty Final Fight and essentially it is a scaled down version of their classic 16-Bit title. This cute cart will be coming out later this year and it is worth waiting for. For an exclusive preview of this soft, turn to page 140.)





# Make Your Own

If you think **you have what it takes** to edit, **mix** and create your own explosive, high-impact, **incredibly cool**, absolutely new **music videos** for mega rap act Kris Kross and global super group C+C Music Factory . . .

... What are you waiting for?



**Just lock and load one of our revolutionary new compact discs into your Sega CD.**

**Strap yourself in.**



**And get ready to experience a**

**massive rush of intense wall-to-wall sound, digitized live-action video and**

**in-your-face challenges by real artists or a celebrity veejay. All you need to**

**make your own**



**head bangin' videos is awesome talent and**

lightning-fast reflexes. You control it all as you **select, edit, slice and dice**. You're working with hundreds of

clips from real music videos, movies and never-before-seen video footage – all in synch with dizzying special effects and the

**hottest, freshest**

from the veejay or

**revolutionary**



MAKE•MY•VIDEO™

music ever. Wrap it up and get your grade,



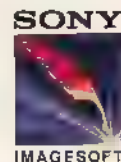
**straight**

the artists themselves. Kris Kross and C+C Music Factory—two

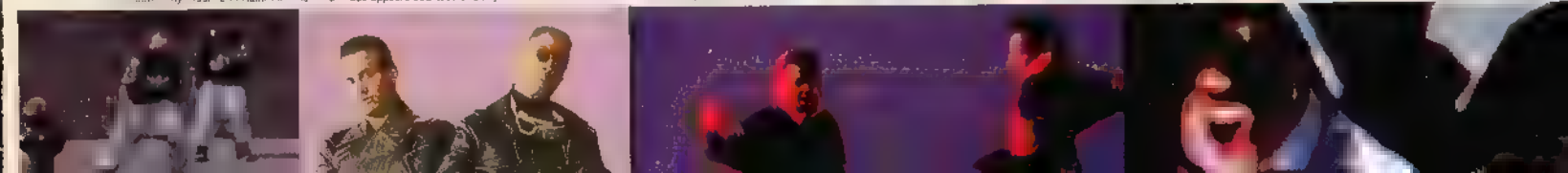
**interactive music videos from Sony Imagesoft for Sega CD.**



**SEGA**   
LICENSED BY SEGA OF AMERICA, INC.  
FOR PLAY ON THE SEGA CD™ SYSTEM



© C. Munier et al. "Make My video and Kms k'oss/Make My video are distributed by Sony Imagesoft, 9200 Sunset Boulevard, Suite 820, Los Angeles CA 90069 ©1992 Sony Electronic Publishing Company. All rights reserved. Games developed for Sony Imagesoft by Digital Pictures Inc. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. "Make My Video" is a trademark of Digital Pictures Inc. C.C. Music Factory appears courtesy of Digital Pictures Inc. ©1992 Sony Music Entertainment Inc. "Kms k'oss" appears courtesy of Sony Music Entertainment Inc. ©1992 Sony Music Entertainment Inc. All other names and marks are the property of their respective owners.





## BAD EDITORIAL...

In Issue 42 of Insert Coin, the Editor Ed Semrad, was talking about Nintendo "Sega Bashing" Sega about CD-ROM systems. Well, in almost every Sega commercial, Sega puts down Nintendo about their system. In Nintendo's commercials you never see them talking about Sega. All I'm saying is that Ed Semrad should look at Sega before saying what he said about Nintendo.

Keith Martinez  
Plainview, TX

## GOOD EDITORIAL...

I was surprised when I saw Ed Semrad's editorial under the Insert Coin by-line. While I had been stewing over the obviously contrived nature of Nintendo's CD system press release, I also realized that many younger gamers would be naive enough to take these conveniently timed memos at face value. It must have taken a great deal of courage for you to take a major gaming power and big money advertiser to task the way you did. I don't think any other gaming publication would have the guts to tell the big 'N' to put up or shut up. For those of you out there who believe that Nintendo's vaporware announcements were anything other than an attempt to steal Sega's thunder, you can send me a check for \$200.00 and I will mail you my new 64-Bit, Pro-Logic sound, fully holographic, Smell-O-Vision CD system.

J.A. Simon  
Clinton Township, MI

(Ed. We have received a fair number of letters about Ed's February editorial. The responses are evenly divided as to whether the editorial was good or bad, and when the reader mentioned which system he owned, the Super NES owners didn't like the editorial and the Sega owners thought it was well written.

Some readers went so far as to say that we were on Sega's payroll, citing our 68 page Sega Force insert that we did in November. They somehow forgot about the 60 page Super NES directory that we ran last month.

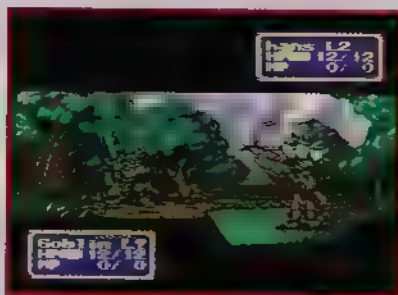
Other readers gave us detailed analyses of everything we did over the past few months and concluded that we were nothing more than an Illinois branch of Sega of America. How quickly these players forgot that we gave the Game System of the Year to the Super NES, and also awarded the Best Game of the Year to Street Fighter 2, a Super NES game.

What do you think? Is EGM pro Sega, or pro Nintendo, or just a magazine that has an opinion and is not afraid of speaking our mind? Is there a difference between a TV commercial that attacks the opposition, and a series of official press releases that constantly change a company's position. First, read this month's editorial and then send us your comments.)

## MORE SEGA RPGs

I've got a couple of questions for you. I really love my Genesis, but where are the RPGs? I bought the system a few years ago because of games like Phantasy Star 2 and 3 and Vermilion. Since then there has been nothing. Zilch! Back in June you talked about a game called Shining Force. Is this related to Shining in the Darkness? Will it ever come out over here?

Toby Zyskowski  
St. Paul, MN



Sega will be bringing out the hot RPG Shining Force later this Spring!

(Ed. We asked those very same questions to the head honchos at Sega when we interviewed them at the Winter CES. Good news! Not only will Sega be bringing out a U.S. version of Shining Force this Spring, but they will also give us the mega-hot Land Stalker this Fall. And next Spring we'll have Phantasy Star 4!)

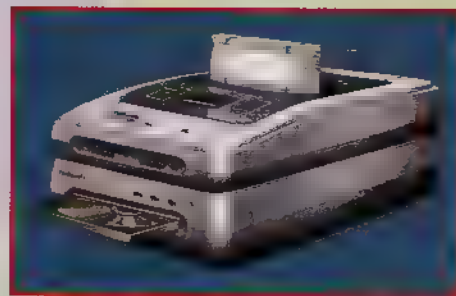
## SUPER NES CD-ROM...WHEN?

When will Nintendo be bringing out their CD-ROM. What's the deal with them? I am really getting P.O'd at them for always changing their release dates on every good thing they make.

Shawn Shackelford  
Tecumseh, OK

I am an owner of both a Super Nintendo and a Genesis system. I am very interested in CD-ROM technology. My question is if I should get a Genesis CD-ROM, or wait to see what the people at Nintendo have to offer? Genesis has the technology now. Nintendo, on the other hand, seems to be making promises they can't keep. A 32-Bit system with Phillips CD-I compatibility for \$200 by the Winter of 1993-1994? Come on Nintendo! How in the world are you going to do that?

Chad Clark  
Shelbyville, IN



Nintendo is starting to think twice about the price and release date of their CD-ROM.

(Ed. Nintendo decided to play down CD-ROM video gaming at the Winter CES. In the past, the big 'N' would match and then outdo anything that Sega had to say about CD-ROM but this time Peter Main, vice president of marketing, said "What these numbers indicate [13.3 million Super NES, NES and GB game systems and 76 million cartridges] is resounding support for the fact that the video game business is cartridge based, and will continue to be for the foreseeable future. Our 8-Bit NES, which has been on the market for seven years, still represented more than 20 times the market of CD-ROM based video games in 1992." It sure sounds like Nintendo isn't too bullish about the immediate future of CD-ROM!)



# LETHAL WEAPON™



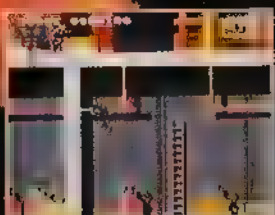
Now the action stars are back as **Martin Riggs and Roger Murtagh** once again, fight crime and bad guys in the streets of Los Angeles. Take on thugs and thieves, and overcome any obstacles in this action-packed, non-fighting adventure you don't want to miss!

*The name of the game*

**ocean**

of America, Inc.

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Screenshots shown are from the NES version of the game.

**Nintendo**  
ENTERTAINMENT  
SYSTEM

**SUPER NINTENDO**

**GAME BOY**





## GORE OR NO GAME...

I was wondering if you know if Williams was considering producing a home version of Mortal Kombat. If a version was to come out I probably would like the Sega CD because it would have the best graphics. What systems would the game come out for? If it would be on a Genesis or Sega CD how would they handle the 5 buttons needed to play the game?

When I went to Disney World, I played MK. What shocked me was the fact that the bloody effects were deleted and I couldn't perform the fatalities. Is that type of gore that objectionable? If the home version is going to be that way, forget it, I won't buy it!

Andy Hornibrook  
Melbourne, FL



Will the Nintendo or Sega carts have the Mortal Kombat fatalities built in?

(Ed. Lots of questions, Andy! First of all, Acclaim, rather than Midway will be doing the home versions of Mortal Kombat. They are planning on doing versions of MK for the Super NES, GameBoy, Genesis, Game Gear and Sega CD. Don't expect a whole lot of blood on the Super NES and GB versions as Nintendo won't allow it. That doesn't leave a lot of hope for the fatalities staying in, does it? Look for the gore to remain in the Sega versions as their policy on violence is more liberal than that of Nintendo's. As far as controllers go, the Super NES has enough buttons and when Sega's 6 button controller comes out the Genesis and Sega CD will be cool. How the GB & GG versions will work remain to be seen.)

# EGM ENVELOPE ART!

It looks like poor old Sonic is really taking a beating. Are there any Sega players out there who want to get even?

**Note: Only normal (4 x 9 1/2" or smaller) envelopes will be allowed from now on! Put your name on the back.** All winners get a free EGM 'In Your Face' T-Shirt and the first prize is a super-heavy-duty arcade-quality Fire Stick from G & C Manufacturing

## FIRST PRIZE!



Cortney Harris, Omaha, NE



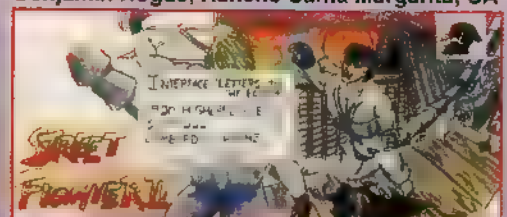
David Zirovitz, Toronto, Ontario



Benjamin Rogue, Rancho Santa Margarita, CA



Matt Clarke, Myrtle Creek, OR



Brandon Idol, Grassy Creek, NC



Michael Edilson, Los Angeles, CA



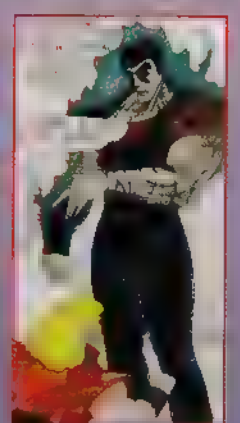
Chris Avina, Arvada, CO



Vincent Lancon, Bland, MS



Jaclyn Wismayer, Oakville, Ontario



B.J. Cholewinski  
Indianapolis, IN



Rob Guerrero, Chicago, IL



Joverlee Diche, Los Angeles, CA

The first place prize is a Fire Stick donated by G & C Joystick Mfg. For product info contact them at: 1729 E. Gemini St. West Covina, CA, 91792 (818) 912-1958





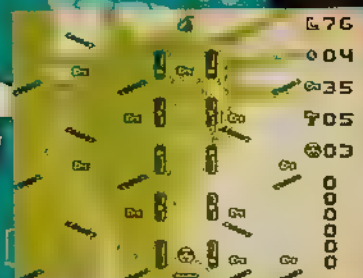
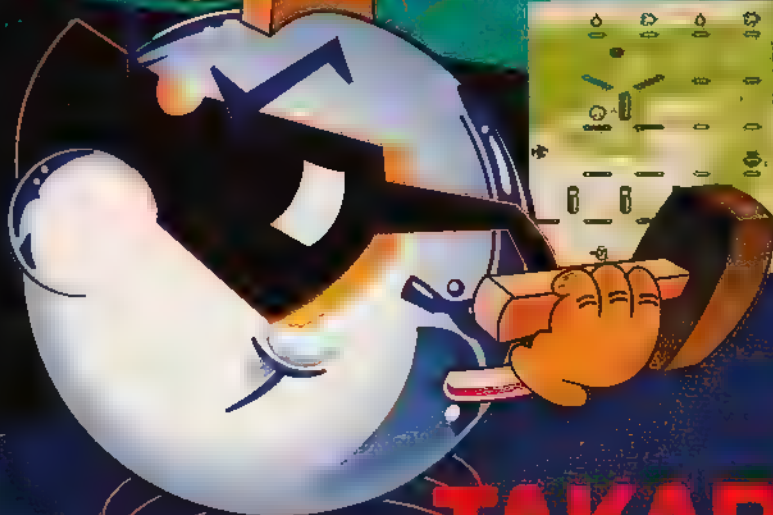


Nintendo

# GO-BALL

WHAT'S A LITTLE ROUND GUT?

HERE YOU ARE, BOUNCING ALONG HAPPILY IN THE PREDAWN OF THE UNIVERSE WITH YOUR GIRL-FRIEND, SUZZETTE. THEN ALONG COMES THE BIG BANG AND "WHAM" - OFF SHE GOES FLYING THROUGH TIME, SCREAMING FOR HELP! SHE'S COUNTING ON YOU TO TRAVEL THROUGH TIME AND FIND HER! YOU'LL NEED TO COLLECT VARIOUS OBJECTS ALONG THE WAY, ALL OF WHICH MUST BE COLLECTED IN ORDER TO COMPLETE EACH LEVEL. YOU'LL ENCOUNTER HUNGRY PIRANHAS, GNARLY PTERODACTYLS, GIANT RATS AND TREACHEROUS SWOOPING BIRDS ON YOUR JOURNEY. SO THINK FAST AND KEEP ON BOUNCING!



## TAKARA

Video Game Division

250 Fifth Avenue, Suite 1201-6, New York, NY 10001  
Tel: (212) 689-1212, Fax: (212) 689-6889

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# The First CD-ROM

## FLASHBACK

THE QUEST FOR IDENTITY™

12





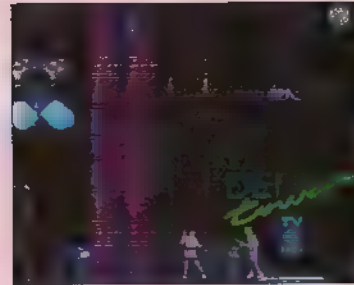
# Game in a Cartridge!



**Planet Titan:** It's a jungle out there. Filled with mutants, antimatter fields and other weird stuff.



**New Washington:** Find your memory (remember that?) then go under cover to avoid the Heat.



**Death Tower:** In a futuristic gladiator battle, it's a fight to the finish against replicants.



**Paradise Club:** You sniff out the aliens' bizarre plans but now they're on to you dude.



**Earth:** Oops! Your identity is uncovered. Now robot cops want to pulverize you.



**Planet Morphs:** Surprise! You show up at the aliens' HQ. They don't look happy!

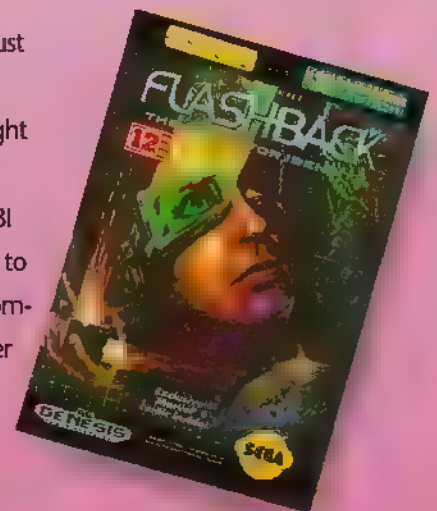


Exclusive 14-page  
Marvel® Comic Book  
included inside the  
package.

**Flashback** – the first game ever to pump awesome high-octane CD ROM performance from a cartridge. The action screams along at 24 frames-per-second. Just like movie animation. And after each level, the game moves along with animated sequences that are straight out of Hollywood. Excellent!

The Plot? You play the part of Conrad Hart, a GBI agent in training. You stumble on a bizarre alien plot to conquer the earth. Now you've got to outwit and combat droves of replicants, deadly aliens, traps and other stuff too weird for words. No problem for a pro like you...NOT!

Still not convinced? Then check it out at your local game habitat. Flashback – it's like putting your Genesis into warp drive.



Available for Sega™ Genesis™

Flashback: The Quest for identity © 1993 Delphine Software and U.S. Gold, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd.

FLASHBACK

and

THE QUEST FOR IDENTITY



# REVIEW CREW

## STEVE HARRIS



"Unlike other shows, this CES failed to produce any real winners. We'll just have to cool our guns until the summer show rolls around."

**Favorite Games From CES:** Empire Strikes Back, StarFox

## ED SEMRAD



"I found this CES to be one of the best ever. Sure, there weren't as many parties, but at least the Elvis stamp was unveiled!"

**Favorite Games From CES:** Silpheed, Empire Strikes Bk.

## MARTIN ALESSI



"The thing I discovered at the CES was how much I truly hate promotional pins. Every time I turned I got stuck!"

**Favorite Games From CES:** Starfox, Bubsy, Lords

## SUSHI - X



"The thing I discovered at the CES was how much I truly love promotional pins! It sure was hard getting past the airport!"

**Favorite Games From CES:** Cool Spot, Mortal Kombat

Turbo Duo

T.T.I.

## Lords of Thunder

Shooter

Now

N/A

CD-Rom



Shooter fans rejoice! If you thought Gate of Thunder was intense, then get ready for its super sequel, Lords of Thunder!

T.T.I. has really outdone themselves with this CD game. Set in a fantasy world, you take on the role of a brave warrior, fending off unimaginable enemies, including huge bore machines, sandpit monsters and fire-breathing serpents! Use your torch screw and flame whip to combat these mutant foes. Pick up various items along the way, like diamonds and crystals to increase your score.

Graphic cinema displays and parallax scrolling make this a winner!

TTI has found a new niche with their CD-ROM game system. The "Thunder" series of shooters. The best installment is all beef, with plenty of targets and the cursory selection of destructive power-ups. Blend in some style, good looks and a rockin' soundtrack and the end result is another reason to look at the Duo.

What a game! This disc has some of the slickest tunes in any video game since Gate of Thunder. The graphics are incredible and the enemies are big and nasty. The game play is very good, though there is a bit of technique as G.O.T. Cool cinema and spectacular sights and sounds make this a winner.

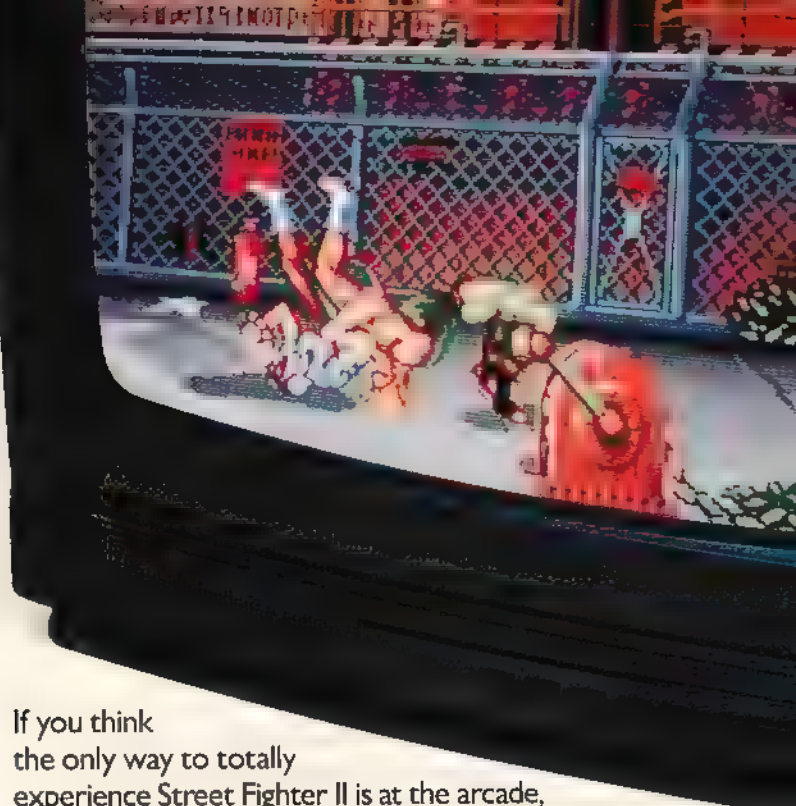
TTI is certainly on the right track with LOT. As good as Gate of Thunder was, Lords is even better. Great graphics, very challenging gameplay and a soundtrack that combine to make this the best shooter I have seen in a long time. If you've been thinking about a shooter, this is the game that will make your decision a lot easier.

Killer tunes? Sharp graphics? Tight game play? You want it? You got it! Lords of Thunder literally makes you go to your knees with its pounding bass and guitar rhythm! I've never heard such a driving music in a high quality game before now! If you own a Turbo Duo, you must pick up Lords of Thunder!

# GAME OF THE MONTH



# NOW YOU'VE REALLY GOT A FIGHT ON YOUR HANDS.



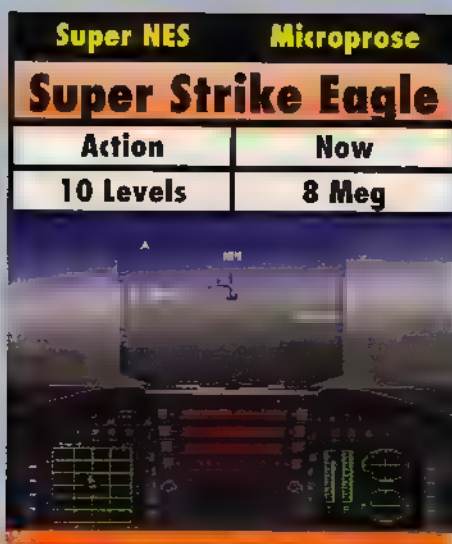
If you think the only way to totally experience Street Fighter II is at the arcade, get a grip on the one and only Capcom Fighter Power Stick. It's the only way to power up to full arcade play at home—for perfect execution of your Yoga Flame, Dragon Punch, Spinning Pile Driver and other favorite attacks. Its 8-way joystick lets you nail every move with minimal effort. Its six attack buttons have the exact same layout as the arcade game. And its three speed turbo-fire and slow motion features give you total fighting power without major finger wear. It even brings arcade style play to all of your other NES and Super NES games. With the Capcom Fighter Power Stick, you've just begun to fight.

**CAPCOM®**



**CAPCOM FIGHTER POWER STICK**





Strap yourself in for a wild dogfight with Microprose's new flight and fight simulator, Super Strike Eagle!

Battle the tyranny and evil that has taken over the world by embarking on different bombing runs. For greater accuracy, the overhead view and the in-the-cockpit view offer two aerial perspectives. Pilot your bomber through dangerous missions that will test your shooting skills, as well as your nerves!

Super Strike Eagle attempts to tackle several game themes in the same cart and ends up being hot and cold. The dogfighting action is poorly executed and really bogs down what is otherwise a quite enjoyable aerial shooter. When the graphic FX are turned on, it hits the target—in the air, however, it's crash and burn.

I like the two different perspectives that you find in this game. Combat missions are done right as they start out easy and get progressively more difficult. The graphics are very well done but could have had more detail. Where the game really shines though is in the outstanding use of the Mode 7 scaling.

I was not too impressed by the graphics in this cart. The overhead scenes are cool and the scaling is good. The first-person fights are decent and I expected more out of the Super NES. The game play is decent and offers a lot of variety. The sound effects and the opening scenes are good, but not enough for me.

Ever since Mode 7 came out, few games have really used it to its full potential. Super Strike Eagle really comes close with highly intense bombing runs and the good feeling of depth. Still, the drawn-out dogfights really make the game sag, when it should soar. All in all, it's a good title with a few rough pixels!



Football Fury is not your ordinary game of football. American Sammy has turned it into a real tacklefest!

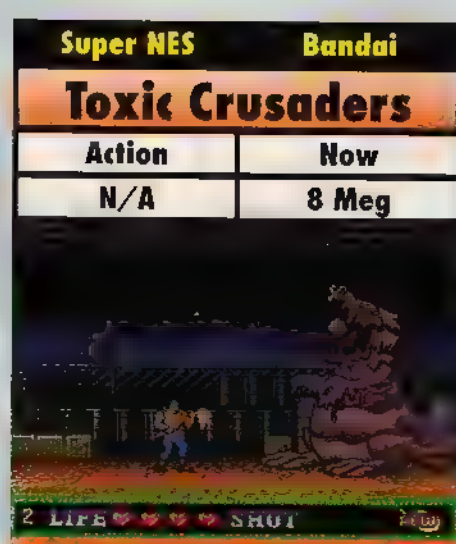
Choose from 27 teams in two conferences. With names like Grizzlies and Hunters, it's sure to be a furious fight to the goal line! A large play-book at your disposal lets you pick the best offensive plays. Bash your opponents into the ground if they get in your way. Scaling and rotation add to the excitement when you score.

This game has an extremely attractive perspective and accompanying character animations, but the sounds, play calling and overall action aren't a nice set-up. The impact and excitement of the game just isn't there in this title. What points Fury earns in presentation, it loses times two in execution.

There really isn't much room for another 'normal' football game. Sammy did the right thing by taking the rules and throwing them out and starting from scratch. What they ended up with is a spectacular game of 'anything goes' football. Since violence is the 'in' thing these days, Football Fury should do quite well.

I did not like this cart at all. The control is sluggish and the overall game is slow and boring. There are a number of plays, but the execution is so slow that you struggle to get them going. The bonuses for touchdowns and half-time breaks and the rotation of the field are a neat effect. This cart proves to be a mediocre attempt at best.

Never in my wildest dreams did I think Nintendo would allow this game to fly. Football was never this violent, but I like it! While it could be better and incorporate a few more ways to be humorous, humor alone is enough to keep you playing for hours! Just try talking to the referee or dancing in the end zone!



Rid the town of Tromaville of its waste in Sega's Toxic Crusaders.

Help Toxi, Nozone and Junkyard stop the evil Dr. Killemeoff from polluting the land further. With their superhuman size and powerful moves, the Crusaders must stop the doctor's cockroach creatures and make their planet toxic-free again! Many levels will challenge their strength, though, including ones with bottomless pits and creepoids.

Toxic Crusaders boasts colorful characters and well drawn backgrounds but little else. The interaction with bad guys and dangerous situations isn't kept up at a consistent pace and, consequently, the cart slows down occasionally. Also, the characters are a bit compact and overall the play technique is limited.

Toxic is an interesting game. While the gameplay is pretty good, the game is respectable and offers enough variety to hold a player's interest from start to finish. His mop is an interesting weapon and helps maintain the environmental theme. It could have been harder but it is right for the younger player.

Toxic has a few promising features, but overall I thought the game was slow and uneventful. The graphics are good, and the music is average. The game plays very well and there are a couple techniques that make the play fun. The bosses are big, but lack a real challenge. It lacks the intensity an action game needs.

Toxic Crusaders is quickly becoming one of my top titles for the Super NES. It needs a few more enemies, but the technique involved is interesting. Using your mop to hoist your enemies to higher places is a great touch! The controls are solid as well, something you don't see very often in Super NES-land. Pick it up, I will!



Championship  
Joystick

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Joy Stick For Your  
Super NES!



**For Those Who Know How To  
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Experience the excitement of the Street Fighter II™ arcade game...at home! There is no other controller on the market which offers true arcade playing action, with the size, feel and durability of the Championship Joystick.

So, while others may claim that their controllers are "Arcade Quality" only C&I Controls delivers true arcade action for your Super NES™.

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Let your creative juices flow with SimEarth, the sequel to FCI's popular simulator SimCity!

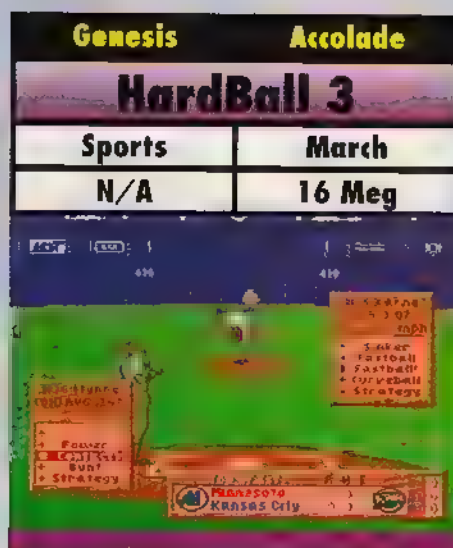
This time around, you must create a planet, keeping in mind that you are responsible for making it an environmentally safe place to live. Humans will eventually make their appearance, and bring with them a multitude of modern-day problems. Try to preserve your utopia while learning a lot about the environment!

I like the idea of being able to grow a city (Sim City) or in this case, an entire planet. The amount of effort this game demands, however, don't bring about the rewards that successful planning generates. This is not a bad game in any means, it's simply not going to appeal to those searching for snappy feedback.

Sim City was a great game to pass the time with. The ability to try many different 'what if' situations was great, to a point. After a while it started being fun and I lost interest in the game. After all, this isn't a game you can win. Sim Earth is the same. The graphics are larger in scale but again, you can only go so far.

This game covers a lot of details and people who mastered SimCity may even be challenged. The game is filled with interesting problems and gives you a chance to see how hard it is to support life. I am personally drawn to this type of game, and if you have hours to devote to it don't bother with this cart.

Ever wanted to create your own world and run with it? I sure do. SimEarth is just what I've been waiting for! I love being able to go in and make my planet thrive or see how fast it can tumble it to oblivion! The options are endless, and besides being a strategy game, it really is a great strategy game for SimCity fans.



Batter up for a great game with the boys of summer in HardBall 3! Al Michaels announces this all-new heavy-hitter from Accolade.

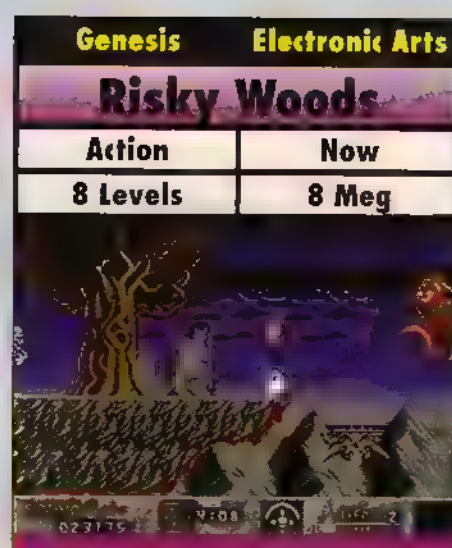
Customize your game by choosing the batting lineup and even your team's colors. The Home Run Derby Competition really tests your skill while in the batting practice mode. A unique two-perspective feature allows you to practice from either the pitcher's or the batter's point of view.

The latest version of Accolade's Hard Ball series still plays like a great game, but this time you get some real play-by-play by our man Al Michaels. The feature in which the words are pieced together is better than the Sega voice game, but it's still eclectic and without a solid game to support the effect it fails.

Accolade has really pulled out all the stops in this cart. It's a 32 game season, the instant replay feature and the realistic player movements. The play by play commentary is novel at first but wasn't really needed after a few games. While too heavy on the stats for me, some players will like this feature.

I do not like the way this cart looks or plays. The graphics are washed out and the sounds are not too good to shout about. The game play is slow and there isn't much control over your team in the outfield. The stats are nice addition but they don't add enough to the game play to keep this cart from striking out.

I really don't understand this great infatuation with stats in baseball games. I've seen games that give you a life history about one particular player, but not deliver a good solid game. HardBall 3 is not a baseball game, it's a stat therapy! I couldn't stand the graphics, sounds, or lack of control. I can only call it sad.



Embark on a perilous adventure in a place called Risky Woods...

Electronic Arts brings us a heroic tale of magic and monsters. As a warrior, you must free the saints imprisoned in stone and save the land from evil. Set in a fantasy world, you will encounter beasts, puzzles, monsters, and even a race against time! Use your steel weapons and fire to destroy these ferocious obstacles once and for all!

Put some nice computer graphics and sweli computer game on a cart and your Sega can play like a computer. On y problem is the solid nature of PC titles doesn't excite me and although the action is good only in style, it's enough to turn me off. Well made, but should have stayed on disk.

I really had high hopes that EA could do more than sports games. While this cart might get by as a fun game for the younger kids, it just can't have what is needed to keep a teen happy. I found it harder than normal to control and this just made it more frustrating. Best advice, try it before you buy it.

This is the type of game that one would expect when you port a computer title onto a system with high standards for action games. The graphics are pretty good and the music isn't that bad, but the poor control makes it frustrating and keeps it from being fun. The game could have been a sleeper.

EA never fails to surprise me on their taste for extremes. Either they create awesome games or terrible games. Luckily, we see more great titles than bad, but some slip through, like Risky Woods. This game has poor graphics, with horrendous control. This is the type of game we saw two years ago! Ick!





# Brain Transplant, \$39.99.\*

Here's a brainy idea: Pick up *Mystic Quest*,™ the world's first role-playing game especially designed for the entry-level player.

Easy-to-read icons put your head in the game immediately. Skull-tingling action keeps it there. Then there's constantly



**SQUARESOFT**

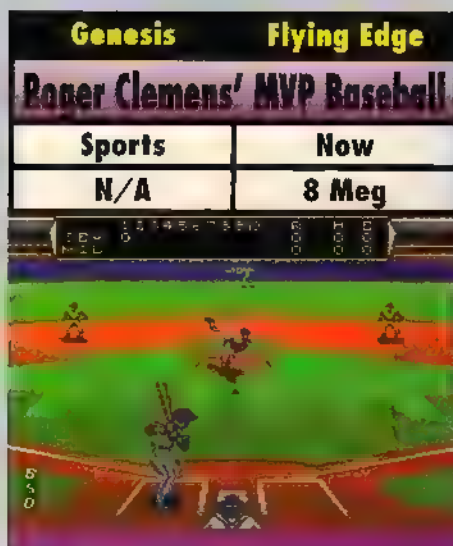
changing 16-bit characters and enough heady combat to scramble your synapses.

And a free strategy book offer comes in every box.

All this for just \$39.99.

Hey, you don't need to be a brain specialist to see what a smart deal that is.





Spring is in the air... and so is baseball fever! Acclaim warms you up for the season with Roger Clemens' MVP Baseball!

Select your team from two conferences and let your players perform before you make final selections. Play in exhibition games or jump right into a full schedule. The unique perspectives, cinema displays and instant replays add to the fun. This cart has got all the bases covered!

There's not much extremely critical that can be said about this baseball entry, but there's nothing wrong or original about its execution either. The different angles that the game uses are nice, but the pitcher/batter controls are well drawn, is still stiff. This game is deserving of a look, but far from a must have.

Baseball is a tough sport to make into a video game. Either you overboard on stats or try to make it too well. This version tries to combine both but it ends up sacrificing some of the gameplay. Still it is the best version on the market but there is a lot of room for improvement especially in the pitching and fielding.

This is a very good baseball cart for the Genesis. The graphics are detailed and the sounds are pleasing too. The game play is solid and there's more control in this cart than in most. Still, there is not enough technique or variety in plays to keep me interested for long. A solid sports cart, but not great.

Roger Clemens' MVP Baseball is an excellent attempt to make the perfect baseball game. Unfortunately, it still isn't what the gamers want: a good baseball title. The added stats and slides are great, but I want more. I don't want more stats, but more technique! While solid and a good rental game, keep waiting, I am.



Put the pedal to the metal in an intense racing game from Tradewest. Championship Pro-Am is an action-packed racer with twists!

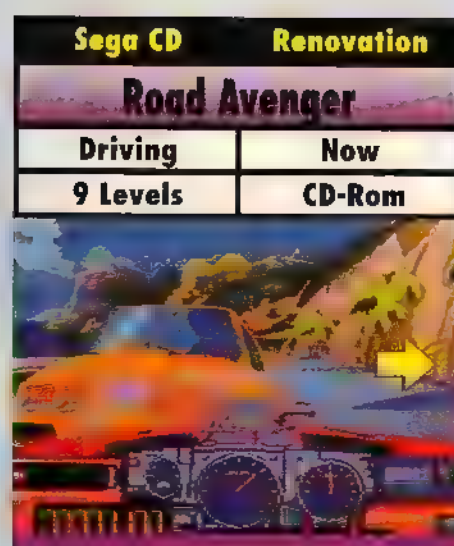
Test your driving skill with 24 danger-filled levels and eight different track configurations. Choose from trucks, jeeps and cars before you begin. Launch missiles and bombs at your speeding competitors to slow them down, while you whiz past them to the finish line!

I liked the earlier versions of the Pro-Am theme for the 8-Bit systems. The better graphics and sounds do complement the game play on the Genesis, but the extra 16-Bit power doesn't really spruce up the action either. This is a fun and addicting game nonetheless, and definitely a different kind of driver.

I liked the NES version and really expected to see a lot of improvement in the Genesis game. Unfortunately, it isn't there. The graphics could be a lot better as could the overall game. What's most important though is that it still is a fun game to play. With tons of levels, there is enough action for even the die-hard fan.

This is a fun game to play if you're in the mood for racing. The atmosphere. The graphics are good and the game play has all of the elements of the NES counterpart. The control is OK and the game gets intense in later levels. There are not any real enhancements other than in the visual and audio departments.

Championship Pro-Am really isn't anything spectacular. The version from the 8-Bit smash hit, but it is a solid game nonetheless. Very little has been added to this cool game, except better sounds and colors. If you liked the 8-Bit baby, you'll enjoy its 16-Bit brother. I am disappointed about the lack of major improvements.



Keep the roads safe from the forces of evil with this new CD driving game! As a member of S.T.O.P. (Special Task Operations Patrol), sit behind the wheel of a turbo-charged interceptor to battle the evil legions of S.C.U.M. (Secret Criminal Underground Movement)! As the driver you are armed with driving skills and machine guns mounted in the front of the car. Watch for the arrows, too: otherwise it's crash and burn!

This game is a barrel of fun - the first time through. In the same way as Cobra Command, the Wolfmen turn up a driver that dishes out spectacular full-motion, full-screen graphics and a story line that's non-stop intense. The game is linear, however, and will be quickly by most everyone. Still a great showpiece.

Very much like Cobra Command and Time Gal, Road Avenger is a new way of playing games. Not necessarily better but new. In essence, it's a memory game. Get to a certain point and you have to make a decision about something. Do it right and you go on strong and you die. Great background artwork! Try it!

Yes, the graphics are phenomenal, and the footage is much smoother than earlier attempts such as Thunderstorm FX. The music and sounds are topnotch. The main problem that I have with this cart is the lack of any real control over the game. You merely watch and press a direction or button at an appointed time.

CD games are coming back with a vengeance! Road Avenger is yet another preview of what the Sega CD is capable of doing. While the control is horrible, the graphics are excellent - something the early titles have lacked. This is the type of game I'd like to see more of, with a greatly improved interface.





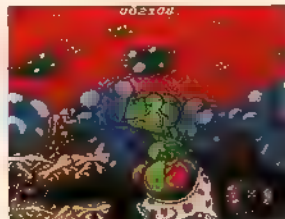
# CHUCK ROCKS YOUR SUPER NES!

He's fat, he stinks and he's one of the best-loved characters ever to climb his way out of the primordial slime and onto your video screen. In this rockin' new 16-bit adventure for your Super NES, you'll join Chuck Rock on his belly-bashing, odor-kicking, rock-tossing mission to rescue his wife Ophelia from arch-rival Gary Gritter. You and Chuck, who's equipped with a pea-sized brain and nuclear body odor, have to crush some pretty strange



*A chilly Chuck meets up with the woolly mammoth*

characters, like the wild and woolly mammoth, one mean triceratops and a saber-toothed tiger who's permanently hot under the collar. Together, you and the Chuckster swim through swamps, travel up volcanoes and shiver your way through the ice age — all in the name of love!



*Bring on all challengers*

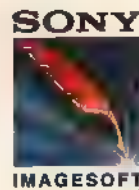
Nineteen levels set in five prehistoric worlds. Eye-popping graphics and very cool animation. If you wanna rock, you gotta get Chuck Rock.

Also available for Sega CD.



LICENSED FOR PLAY BY  
**Nintendo**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM







Attention all sports fans! T.T.I. has got a cart for you! World Sports Competition challenges only the best athletes from around the globe.

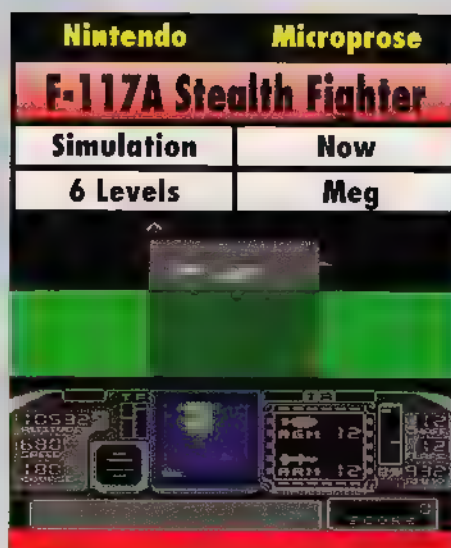
Choose from six events, each with subevents for a total of 18 different events. In the Olympic mode, you will play all events and attempt to beat the world record. Digitized voices really add to the realism, especially during the nightly newscasts. Swim, jump or run to be the best!

TTI takes a stab at Track & Field games with this entry. No one event is particularly exciting, but the overall game and especially the head-to-head multi-player options are what gave me the best impressions. The graphics and sounds are adequate and most of the events boast smooth interaction.

If you like a lot of variety in your sports action, then you will definitely like this cart. Eighteen events. While none are particularly outstanding, the idea of being the best and holding the record (especially among your friends) is one of the goals in this game. A good game to have out at a party when a bunch of friends are over.

A good attempt at bringing the fun of the Olympics to the NES. There are a number of cool events and the game remains fun for quite a while. Challenging a friend is probably the nicest thing about it. The variety is what keeps this cart interesting. Try your best to beat the World Record; you may be surprised at what you can do.

World Sports Competition is perfect for the Turbo owner who only craves sports action (thanks to a lack of decent titles for the Turbo Duo). While not an outstanding sports game, it has enough variety to keep sports gamers interested for a while, maybe long enough until a new game shows up. It's an above average game.



Take control of the F-117A, the nation's most hi-tech bomber.

Pilot the Stealth Fighter through global "hot spots" in this latest flying adventure from Microprose. Shoot down enemy planes and tanks over Libya, Baghdad and even Kuwait! Don't forget to return to your base to refuel once in a while. Real voice along with cinema displays simulate aerial combat perfectly. Master your control panel to be an 'ace' pilot!

This game just doesn't have enough punch. The emphasis on flight simulation is restrained by the limitations of the NES to reproduce such effects, and the targeting battle sequences are able to muster up the necessary excitement. Overall, the game attempts too much and ends up delivering little.

As a flying game this cart is quite good. The missions are supposed to be real life and the action is OK. The only problem is a flight simulator that isn't. There is just no excitement in flying this plane. The attack sequences left me flat, probably due to the lack of background graphic detail. A good game to try but leave the helmet behind.

NES games are going to have to be better than this to survive in the market today. The graphics and sounds are very weak. Trying to pass this off as a flight simulation is a joke. The game play is lacking any real excitement. There just isn't enough there to keep you in front of the tube for very long. Weak power-ups, too!

F-117A Stealth Fighter? Licensing plane names?!? I'm not impressed by its fancy title, nor by its 8-bit graphics. Good NES games are getting rarer and harder to come by these days. F-117A is a relatively solid game, but can only hope to keep players interested for a few minutes. The fun just isn't in there.



Grab your cue stick and chalk for a great game of billiards in Breaktime: The National Pool Tour from FCI.

Take on all the pool sharks in games like nine ball, eight ball, rotation and 14-1. Wage a bet with a friend, play against the computer pros, or simply sharpen your trick shots in the practice mode. Start out beating an amateur and win your way to a spot on the National Tour. Rack 'em up!

FCI has taken earlier pool titles and spruced up the graphics to pay realism to a level that is truly enjoyable. This game won't appeal to everyone, but the options and execution are really appealing. Whether you like the game or not, Pool Tour makes for a relaxing way to wind off some time. I liked it!

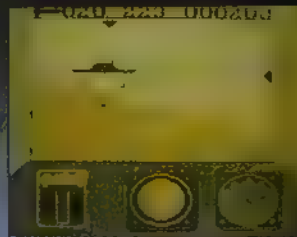
I liked the many different ways you had in playing this game. Billiards is pool and not everybody's going to like this type of game. FCI approached this sport the right way by offering variety. The trick shots are great to pass the time and playing the pros is a real challenge. I think they cheat though.

There is very little that is original in this cart, but the game plays solid and welcomed in this age of poor NES soft. I like the options that you have and the different ways to play the game are a plus. If you're really into playing pool, then go for the Championship, the Nationals and play the toughest pros in the country.

Since all of the past pool games for NES have gotten boring lately, Breaktime is a deep breath of fresh air for me. While it doesn't show off the NES controls better than previous titles, I must admit, it still isn't awesome. But it can do for now. It seems the NES is really losing its programming support to the Super NES.



**Pull some serious GEEEEEEZ!**



## NOVANTY

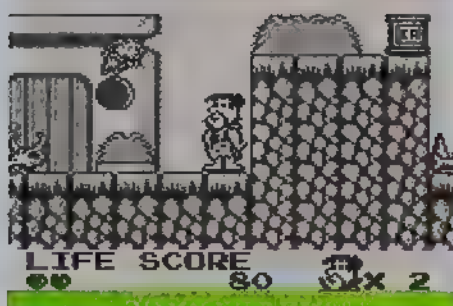


# GAME BOY®





GameBoy	Taito
<b>Flintstones</b>	
Action	Now
7 Levels	1 Meg



Your favorite prehistoric family is back, and this time you can take them with you wherever you go!

The Flintstones from Taito is a fun-filled adventure for your portable GameBoy. Fred sets out to find a hidden treasure, hoping to give it to Wilma for their anniversary. Follow him through seven levels, fighting off piranhas, aliens and cobras! Dino even gets in on the action when you pick up his icon. Yabba-dabba-doo!

Like other action titles reviewed on these pages, Flintstones is a one-age hit that combines a solid scrolling play mechanic and spices it up with familiar characters and solid challenge. When the game moves along at a slower pace it's more enjoyable and more rewarding. A very good addition to the GB library.

Taito did a good job in bringing the Flintstones from TV to the home systems. The GameBoy version is especially well done as the graphics are very good and the game is one of the best playing carts this side of Mario 2. There are plenty of things to find and lots of enemies to get in your way.

Flintstones is a great playing cart for the GameBoy. The graphics are also very good, with almost all the familiar faces you remember from the cartoon series. The game play is solid with items and plays a bit like Mario. You even get help from the cave man's best friend, Dino. The blurring is a bit hard on the eyes.

Surprisingly, Flintstones for GameBoy is really a fun game - on the GameBoy. It plays well, has several items and enemies, but it blurs badly on the small defunct GameBoy screen. It's really hard to lower a game's score because the hardware stinks, but it must be taken into consideration. It SHOULD have gotten a seven.

Game Gear	Flying Edge
<b>Arch Rivals</b>	
Sports	Now
N/A	1 Meg



If the only dunking you've been doing lately is with coffee and donuts, try the hot new portable Arch Rivals from Flying Edge.

Take to the court in a two-on-two match for a brawling game of basketball. Master the moves of offense and defense to annihilate your opponents. At halftime, sit back and watch the cool cinematics or catch up on the latest news from the sportscaster. Go for the slam dunk!

The GG version of Arch Rivals was designed with good intention and that emphasis is apparent when you start to play. The most noticeable element from the action is the absence of all the punching and fighting that were the trademark qualities of the arcade original. The interaction is good, but this is not Arch Rivals.

There hasn't been a good basketball game for the Game Gear and this version fills that niche very nicely. While the action isn't as rough and tough as that in the NES version, the game is solid and offers plenty of enjoyment. The ball is somewhat hard to see on the small screen but you get used to it.

I was not too impressed with this cart. The graphics look good on a portable and the sounds are typical of the 8-Bit. The game play is good. It lacks the control of the 16-Bit and there isn't much difference between this sport and a regular basketball game. There's all the rough and tumble action we expect?

I like this game just because I love the arcade, and I have always wanted to take it on the road. The Game Gear version doesn't disappoint me in the least, and I'm happy to say it really brings back some great memories. Every possible detail (other than the decline in graphics quality) is intact!

Lynx	Atari
<b>Dinolympics</b>	
Puzzle	Now
25 Levels	2 Meg



Welcome to the Stone Age! Dinolympics is an interactive puzzle game for all portable fans.

Join fellow tribe members on a search to discover the spear, fire, and the wheel. Along the way you'll encounter ferocious dinosaurs and mean cavemen! Work as a team and make decisions together or face extinction! It is also your job to save those humans who may wander off. Can you find the Missing Link?

Dinolympics is a nice game that won't turn any heads, but the action does offer some humorous moments. The execution is flawed by a few inconsistent interactions, but the overall features that the game draws take you in and off that fact. The events that you compete in are fun for the most part, but not overwhelming.

Who says that a game can't be both cute looking and fun to play? This game does both! The puzzles are a bit too difficult and this makes the game enjoyable for players of all ages. With very good graphics and excellent control, Dinolympics is a game that everyone will want to have. Very addicting gameplay.

This cart reminds me of Humans and Track and Field. There are a lot of cute events and plenty of laughs in store for you. The graphics are good and the game play is solid enough to warrant a couple plays. The puzzles are easy at first and get progressively more difficult. A cute and fun game to take on the road.

Okay! This is a game that can make me laugh! Dinolympics is just too cutesy and humorous for its own good! The game play loses a bit while being smothered in hilarious puns and comedy spots. The color palette is vibrant, just what the small screen needs. Just call it another decent game for the Lynx!

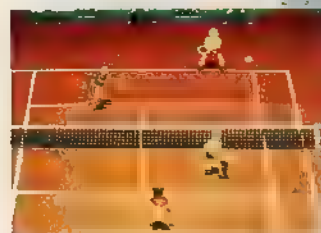
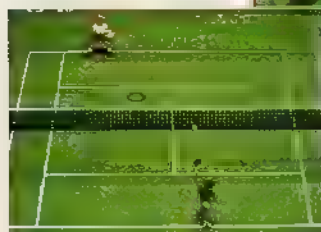


# Play Like A Champion!

**SUPER NINTENDO**

*"This is the most realistic tennis game I've ever played!"*

*Jimmy Connors*



*Jimmy Connors*

**PRO TENNIS TOUR**

## You Have Total Control!

### Strategy

- 1 Choose what tournaments you want to play in
- 2 Analyze your opponents strengths and weaknesses
- 3 Train with your choice of 5 coaches
- 4 Plan your every shot and execute it with finesse
- 5 Three skill levels: Amateur, Intermediate, Professional

Password feature allows you to continue where you left off.

So step on out to Center Court and show them what you're made of, it's your turn to play like a champion!

### Realism

- 1 Play on 6 Court Surfaces: Grass, Hard, Clay, Indoor, Desert, Antarctic
- 2 You are Jimmy Connors or one of 16 other professional tennis players
- 3 Game automatically saves stats, winnings and rankings
- 4 Play singles or doubles, against friends or the computer
- 5 Any type of shot can be executed (lob, overhead smash, slice...)

**Available soon for Game Boy and the Nintendo Entertainment System!**

**Available now for the IBM PC.**

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# **If you were**

Why is their screen only one color? Why that color? Some questions we just can't answer. We make Game Gear™. A multi-color portable video game

# **colorblind**

system with a monitor so good you can turn it into a mini-television. All you've got to do is pop in the TV Tuner which is sold separately. But the best

# **and had an I.Q. less than**

thinking about it is the games. And by now there are 75 of them available. Like Sonic The Hedgehog 2™, Taz-Mania™, Streets of Rage™, Shinob 2™, and

# **twelve**

Batman™ Returns. But don't think we're going to stop there. After we take a few minutes to catch our breath, it's back to the drawing board, designing new

# **then you wouldn't care which**

games and making sure Game Gear remains the number one color portable which should be no problem considering the competition

# **portable you had.**

**(Of course you wouldn't care if you drank from the toilet either.)**





# ELECTRONIC GAMING MONTHLY

## NINTENDO

### Kid Klown

Action Kemco



### Cool World

Action Ocean

### Lethal Weapon

Action Ocean

### Fire and Ice

Sports Tecmo



### Color A Dinosaur

Edutainment Virgin

## SUPERNES

### Toys

Action Absolute

### Combatribes

Action American Technos

### Spin Dizzy Worlds

Puzzle Asciiware

### Super Valis

Action Atlus

### Super Ninja Boy

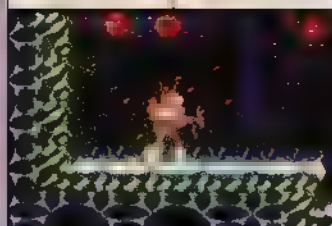
Action Culture Brain

### Shadowrun

Action Data East

### B.O.B.

Action Electronic Arts



### Super Tom & Jerry

Action Hi Tech Expressions

### Where in Time is Carmen San Diego?

Strategy Hi Tech Expressions

### Battle Gran Prix

Sports Hudson Soft

### Brawl Brothers

Action Jaleco



### F-15 Strike Eagle 2

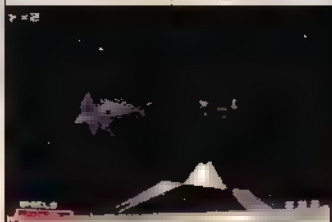
Simulation Microprose

### Terminator

Action Mindscape

### Star Fox

Simulation Nintendo



### Cool World

Action Ocean

### Lethal Weapon

Action Ocean

### Pugsley's Scavenger Hunt

Action Ocean

### Doomsday Warrior

Action Renovation

### Fatal Fury

Action Takara

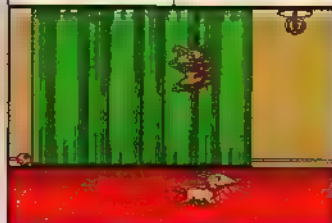


### Super NBA Basketball

Sports Sports

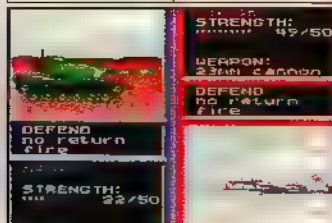
### Family Dog

Action THQ



### Super Conflict

Action Vic Tokai



### Amazing Tennis

Sports Absolute

### Toys

Action Absolute

### Al Michaels announces HardBall 3

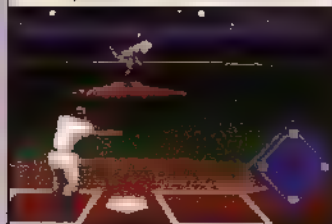
Sports Accolade

### Bulls vs Blazers and the NBA Playoffs

Sports Electronic Arts

### Tony La Russa Baseball

Sports Electronic Arts

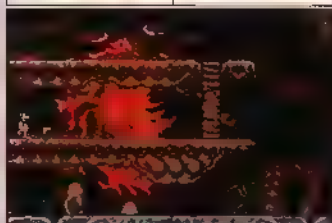


### American Gladiators

Sports Gametek

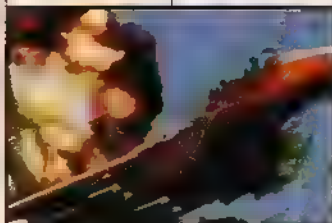
### The Humans

Action Gametek



### F-15 Strike Eagle 2

Simulation Microprose



### Elemental Master

Action Renovation

## GENESIS



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FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:  
The information below was supplied by each of the individual companies, and  
is current as of January 19, 1993.

## Speedway Pro Challenge

Sports Renovation

## Cyborg Justice

Action Sega

## Outrun 2019

Action Sega

## Batman: Return of the Joker

Action Sunsoft

## Fatal Fury

Action Takara

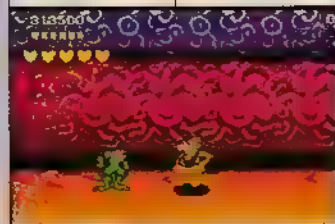


## James Bond: The Duel

Action Domark

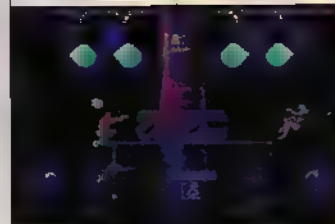
## Battletoads

Action Tradewest



## Flashback: The Quest for Identity

Adventure U S Gold



## King Salmon

Sports Sage s Creation

## Out of This World

Adventure Virgin



## Batman Returns - CD-Rom

Action Sega



## Rise of the Dragon - CD-Rom

Action Sega



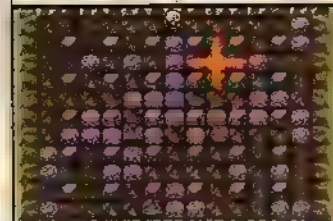
## Dracula - CD-Rom

Action Sony Imagesoft

## TURBO DUO

## Bomberman 93

Strategy Turbo Technologies



## Lords of Thunder

Shooter Turbo Technologies

## Riot Zone

Action Turbo Technologies

## GAMEBOY

## Ninja Boy 2

Action Culture Brain

## Milon's Secret Castle

Action Hudson Soft

## F-15 Strike Eagle 2

Simulation Microprose

## Cool World

Action Ocean



## Lethal Weapon

Action Ocean

## Pugsley's Scavenger Hunt

Action Ocean

## NEO GEO

## Fatal Fury 2

Action SNK Home



## Super Side Kicks

Sports SNK Home

## Sen Go Ku 2

Action SNK Home



## GAME GEAR

## Krusty's Funhouse

Action Flying Edge



## Spiderman: Return of the Sinister Six

Action Flying Edge

## Double Dragon

Action Virgin

## LYNX

## Dinolympics

Action Atari

## Pit Fighter

Action Atari

## Power Factor

Action Atar







# IF IT'S ON THE TOUR, IT'S IN THE GAME.



It's tee time. And your chance to join the world's most exclusive tour. The greatest golfers, the toughest tournaments, the biggest prize money. Everything you'd expect from the PGA TOUR®.

It's all here in PGA TOUR Golf II. The brand new version of the greatest golf game anywhere.

You go head to head with 60 of the best pros ever to stalk eagles.

Like Couples, Lietzke, Stadler, Sindelar, Azinger, O'Meara. All the big money players.

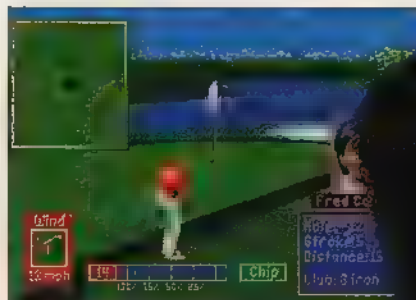
PGA TOUR II delivers a much bigger course in golf. Six unique TPC courses and a fantasy course. Including these new ones: the TPC at Eagle Trace, TPC of Scottsdale, and TPC at Southwind. And five actual PGA TOUR tournaments. Plus the ultimate big money shootout: A new skins challenge on any course.

Every hole's designed from the original course blueprints. Right down to each hazard, bunker, green, fairway, and rough.

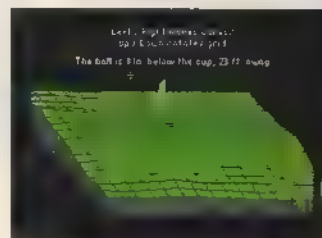


PGA TOUR II now has a fade and draw meter for hitting better perfect tee shots.

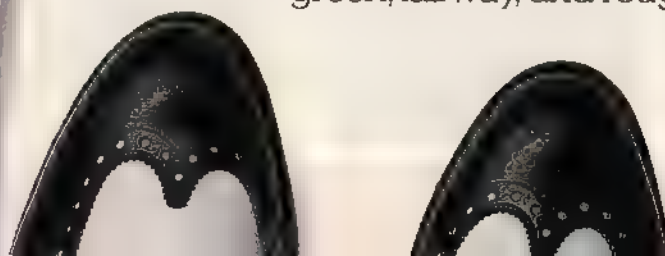
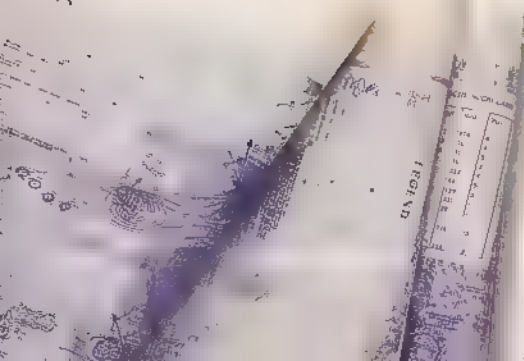
With each course built from the original blueprints, you face all the hazards the TOUR pros do.



Take your best shot at the new skins challenge. If you're on top of your game, you'll hit the big payoff.



The 3-D putting grid rotates so you can see every wrinkle. Use it to read every green like a pro.





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ELECTRONIC ARTS



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5 TOURNAMENTS  
AND A  
Skins  
CHALLENGE

**PGA  
TOUR  
GOLF  
II**



BY  
PQV GAMES



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for play on the SEGA GENESIS SYSTEM

So now you go a lot farther on the PGA TOUR. With awesome new graphics. A fade and draw meter for improved shot control. More stats than ever. Like average hole scores vs. par, number of holes in one, your winnings in the skins challenge. And new digitized sounds. Including sports-caster Ron Barr as the tournament announcer.

You better be on the ball if you want to win any prize money. The roughs are a

jungle, the sand traps, a desert. Wind conditions and 10 ball lies can drop you from the leaderboard faster than you can say bogey.

Luckily, 10 TOUR pros give you a course on how to play each hole.

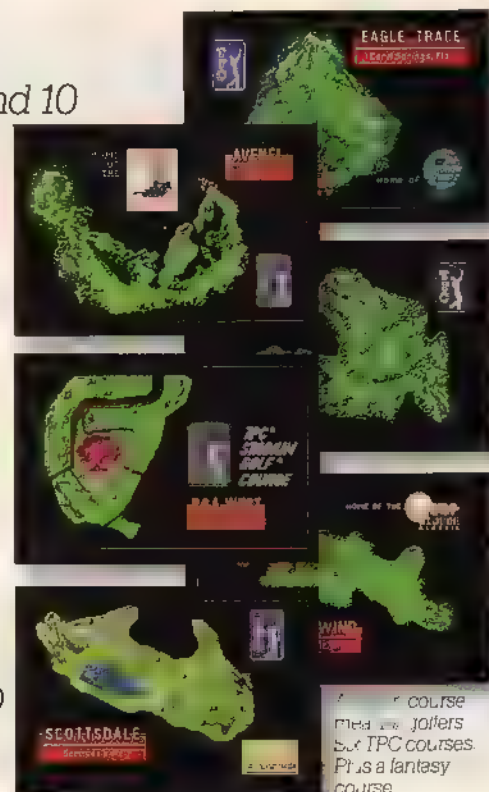
They'll even play right alongside you. And rotating 3-D putting grids give you a map on how to attack the greens.

EA SPORTS™ coverage follows every bounce of the ball. With multiple camera angles. Instant replay. A new Hole Browser™ that lets you be the camera-man. Plus battery back-up saves it all: tournaments, players, prize money, and stats.

Score this game of golf. Call (800) 245-4525 anytime. Or see your local Electronic Arts dealer. And go the distance on the PGA TOUR.



If you're on top of your game, in tournament play you'll make a name for yourself on the leaderboard.



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ELECTRONIC ARTS

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# EGM'S TOP TENS



## NINTENDO

1	2 MONTHS	Δ	TECMO/TECMO NBA BASKETBALL
2	5 MONTHS	▽	TECMO/TECMO SUPER BOWL
3	6 MONTHS	•	NINTENDO SUPER MARIO BROS. 3
4	2 MONTHS	•	NINTENDO YOSHI
5	6 MONTHS	Δ	NINTENDO TETRIS
6	1 MONTH	Δ	CAPCOM/MEGA MAN 5
7	3 MONTHS	▽	ENIX, DRAGON WARRIOR IV
8	5 MONTHS	▽	NINTENDO/SUPER MARIO BROS. 2
9	4 MONTHS	Δ	PARKER BROTHERS MONOPOLY
10	6 MONTHS	▽	KONAMI TMNT: MANHATTAN PROJECT



## SUPERNES

1	6 MONTHS	•	CAPCOM STREET FIGHTER 2
2	2 MONTHS	Δ	EA/BULLS VS. BLAZERS
3	3 MONTHS	Δ	EA/JOHN MADDEN FOOTBALL '93
4	4 MONTHS	▽	NINTENDO/SUPER MARIO KART
5	2 MONTHS	▽	EA/NHLPA HOCKEY '93
6	5 MONTHS	▽	NINTENDO/MARIO PAINT
7	4 MONTHS	Δ	NINTENDO/ZELDA: A LINK TO THE PAST
8	3 MONTHS	Δ	NINTENDO NCAA BASKETBALL
9	1 MONTH	Δ	CAPCOM MAGICAL QUEST
10	2 MONTHS	Δ	KONAMI TMNT IV: TURTLES IN TIME



## GENESIS

1	2 MONTHS	•	SEGA SONIC THE HEDGEHOG 2
2	3 MONTHS	•	EA JOHN MADDEN FOOTBALL '93
3	4 MONTHS	Δ	EA/NHLPA HOCKEY '93
4	4 MONTHS	▽	SEGA/NFL SPORTSTALK FOOTBALL
5	1 MONTH	Δ	SEGA STREETS OF RAGE 2
6	1 MONTH	Δ	EA/ROAD RASH 2
7	6 MONTHS	•	SEGA/TAZMANIA
8	1 MONTH	Δ	SEGA/WORLD OF ILLUSION
9	1 MONTH	Δ	ARENA/TERMINATOR 2 - ARCADE
10	1 MONTH	Δ	EA BULLS VS. BLAZERS



## GAME GEAR

1	1 MONTH	•	SEGA SONIC THE HEDGEHOG 2
2	1 MONTH	•	SEGA/STREETS OF RAGE
3	1 MONTH	•	SEGA COLUMNS
4	1 MONTH	•	SEGA/BATMAN RETURNS
5	1 MONTH	•	SEGA/LEMMINGS
6	1 MONTH	•	SEGA/THE MAJORS: PRO BASEBALL
7	1 MONTH	•	SEGA/DEFENDERS OF THE OASIS
8	1 MONTH	•	TENGEN/PRINCE OF PERSIA
9	1 MONTH	•	SEGA SHINOBI 2
10	1 MONTH	•	SEGA/WIMBLEDON TENNIS



## GAMEBOY

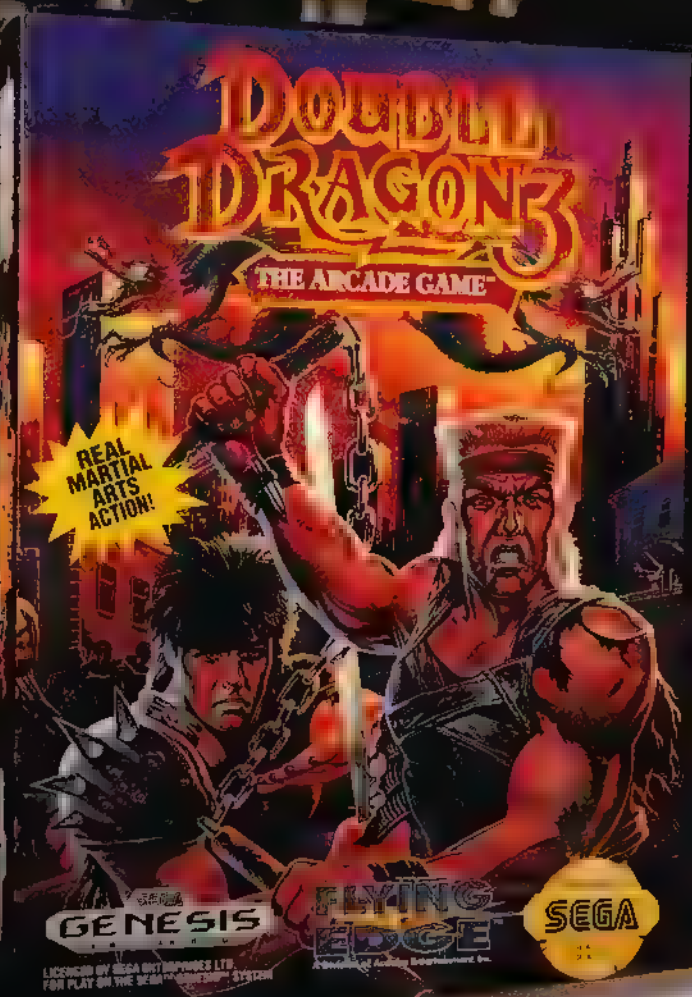
1	3 MONTHS	•	NINTENDO SUPER MARIO LAND 2
2	6 MONTHS	Δ	NINTENDO SUPER MARIO LAND
3	5 MONTHS	▽	NINTENDO/KIRBY'S DREAM LAND
4	6 MONTHS	•	NINTENDO/YOSHI
5	1 MONTH	Δ	THQ/REN AND STIMPY
6	3 MONTHS	Δ	NINTENDO/PLAY ACTION FOOTBALL
7	1 MONTH	Δ	NINTENDO/METROID
8	3 MONTHS	▽	THQ/HOME ALONE 2
9	2 MONTHS	▽	LJN/NBA ALL-STAR CHALLENGE 2
10	1 MONTH	Δ	NINTENDO/GOLF

# Babbage's

## America's Software Headquarters

The information on this page is provided  
by Babbage's Software Headquarters  
and is current as of  
January 12, 1993.





# DEADLY WEAPONS!

The original martial arts legend continues... with all the hard-hitting arcade action at **your** command! Battle your way across the globe with awesome special moves and deadly weapons **straight from the arcade!!**

Whether it's a swirling Hurricane Kick or staggering One-Armed Heap Butt... a razor sharp Warrior Sword or lethal Nunchakus... **you** have what it takes to crush your ruthless enemies!

**Double Dragon 3™: The Arcade Game™** -- a quest that leads around the globe... to the adventure of a lifetime!



**BILLY AND JIMMY LEE ARE BACK!**



**SLICE THROUGH SAMURAI!**



**UNWRAP POWERFUL MUMMIES!**



**HALF-HUMAN CREATURES AWAIT!**



**BATTLE YOUR WAY ACROSS THE GLOBE!**

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SEGA GENESIS

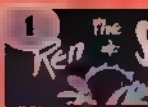
FLYING  
EDGE  
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## TOP TEN ODD-LOOKING VIDEO GAME CHARACTERS

Weirdness has become quite a fad in the world of video games. Strange creatures have become both heroes and monsters. So we have gathered the most warped and demented video game characters we can think of. The top spot this month belongs to Ren & Stimpy. Happy happy, joy joy!



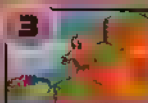
### 1 REN AND STIMPY

The funnest cartoon on T.V. now has a video game version.



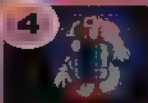
### 2 TOE JAM & EARL

These funky alien rapboys are just way too cool, dude!



### 3 Q-BERT

Whatever he is, he's jumped his way into the hearts of video fans.



### 4 ROBOCOP

This extending cyborg fish can make Inspector Gadget proud.



### 5 AIR ZONK

He'd make a handy too with all the things he can turn into.



### 6 BATTLETOADS

Don't get on their bad side or they'll throw you to the ground.



### 7 LEMMINGS

Cute and adorable. What's under their blue robes?



### 8 DIZZY

He's a hungry little devil who'll give you a whirl.



### 9 BLANKA

He's a big Brazilian mutant with an electrifying charm.



### 10 TOXIE

With his mop weapon, this fox crusader can sure clean up.

## JAPAN'S TOP TENS

Final Fantasy 5 has done it and is now the Japanese players' top choice, dethroning the very popular Dragon Quest 5 game! With 16 megs and a seemingly endless story, it's easy to understand why this RPG has taken top honors. Let's hope Square brings it to the U.S. where many FF2 fans are awaiting this potential sequel.

SF-Super Famicom FC-Famicom B-Bit GB-GameBoy MD-Mega Drive PC-P.C. Engine SCD-Super CD All Japanese Top Ten info was reprinted from the 1/15/93 issue of Famicom Tsushin Weekly. ASCII Corporation.



### 1 FINAL FANTASY 5 SF

Square's long-awaited sequel is the new RPG king of the hill.



### 2 ROCKMAN 5/PC

The Japanese Megaman is again a hit, thwarting Dr. Wily's robot's.



### 3 SUPER MARIO KART SF

With adorable Nintendo characters to race with, this is fun, fun, fun!



### 4 MARIOLAND 2 GB

The portable Mario hit is making a bid for the top spot in Japan.



### 5 DRAGON QUEST 5/SF

Cool animated characters and a great story make this a hot cart.



### 6 MICKEY'S MAGICAL QUEST SF

Mickey Mouse captures the hearts of video players the world over.



### 7 FATAL FURY/SF

Who would've thought Fatal Fury would beat out SF2. Incredible!



### 8 STREET FIGHTER 2 SF

The best arcade game remains a fan favorite among gaming gurus.



### 9 YOSHI'S COOKIE/PC

The hit dino from SMW holds his own in his second outing.



### 10 YOSHI'S COOKIE GB

Japanese players take YC when they can't play the SF version.

Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

BEST GAMES AT  
**CES**

U.S. Gold's  
**FLASHBACK**

#1 2 MONTHS -



Wow! There were so many games at the Winter CES that it's hard to pick out just 10 games. While a lot of games were in their early stages, a majority were very playable. Surprisingly, Flashback was still the best looking and best playing cart we could find. Sega's Silpheed and Nintendo's StarFox were cool too.

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
SILPHEED / GENESIS	2	1	-
STARFOX / SUPER NES	3	1	-
COOL SPOT / GENESIS	4	1	-
BATMAN RETURNS / SUPER NES	5	1	-
MORTAL COMBAT / SUPER NES	6	1	-
FINAL FIGHT 2 / SUPER NES	7	1	-
ROCKET KNIGHT / GENESIS	8	1	-
TINY TOONS / SUPER NES	9	1	-
ZELDA / GAMEBOY	10	1	-

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info



# EGM'S TOP TENS

## REGISTER YOUR VOTE

WITH

**ELECTRONIC  
GAMING  
= MONTHLY**

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- |                               |                                    |                                  |
|-------------------------------|------------------------------------|----------------------------------|
| 1. SNES / CONTRA 3            | 17. GENESIS / SONIC THE HEDGEHOG 2 | 33. TURBODUO / GATE OF THUNDER   |
| 2. SNES / AXELAY              | 18. GENESIS / JOHN MADDEN '92      | 34. TURBODUO / BONK'S REVENGE    |
| 3. SNES / TMNT 4              | 19. GENESIS / NHLPA HOCKEY '93     | 35. TURBODUO / LORDS OF THUNDER  |
| 4. SNES / STREET FIGHTER 2    | 20. GENESIS / TAZMANIA             | 36. NEO GEO / WORLD HEROES       |
| 5. SNES / SUPER STAR WARS     | 21. GENESIS / MORTAL KOMBAT        | 37. NEO GEO / VIEWPOINT          |
| 6. SNES / SPACE MEGAFORCE     | 22. GENESIS / ALIEN 3              | 38. NES / SUPER TECMO BOWL       |
| 7. SNES / OUT OF THIS WORLD   | 23. GENESIS / DESERT STRIKE        | 39. NES / TURTLES 3              |
| 8. SNES / BATMAN RETURNS      | 24. GENESIS / BULLS VS. BLAZERS    | 40. NES / SUPER MARIO 3          |
| 9. SNES / ZELDA 3             | 25. GENESIS / ROAD RASH 2          | 41. NES / YOSHI                  |
| 10. SNES / SUPER MARIO KART   | 26. GENESIS / TERMINATOR           | 42. NES / MEGAMAN 5              |
| 11. SNES / MORTAL KOMBAT      | 27. GENESIS / STREETS OF RAGE 2    | 43. GAMEBOY / SUPER MARIO LAND 2 |
| 12. SNES / STAR FOX           | 28. SEGA CD / CD SONIC             | 44. GAMEBOY / METROID 2          |
| 13. SNES / DEATH VALLEY RALLY | 29. SEGA CD / NIGHT TRAP           | 45. GAMEBOY / MEGAMAN 2          |
| 14. SNES / BART'S NIGHTMARE   | 30. SEGA CD / SEWER SHARK          | 46. GAMEBOY / DR. MARIO          |
| 15. SNES / BUBSY              | 31. SEGA CD / WONDERDOG            | 47. LYNX / NFL FOOTBALL          |
| 16. SNES / CYBERNATOR         | 32. SEGA CD / MONTANA FOOTBALL CD  | 48. LYNX / SHADOW OF THE BEAST   |

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through March 31, 1993.

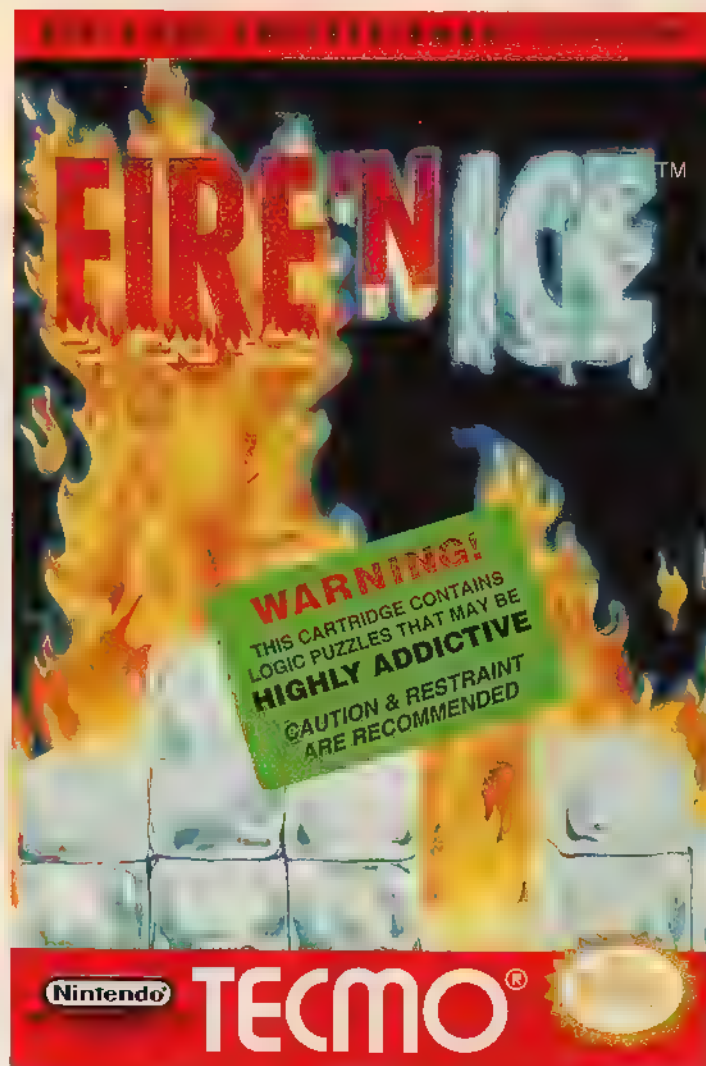


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**FIRE 'N ICE™**

Fire 'N Ice is a unique new concept in puzzle games. The concept is simple. Drop or push an ice cube onto a flame. It's so simple, it'll drive you crazy! In each world you will have to learn a special technique in order to progress. Use your skill and logic to solve the bonus level in each of the 10 worlds. BEWARE! You might find yourself EXTREMELY HOOKED On This Wildly Addictive Puzzle Game!



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- **Discover secret challenge rounds**
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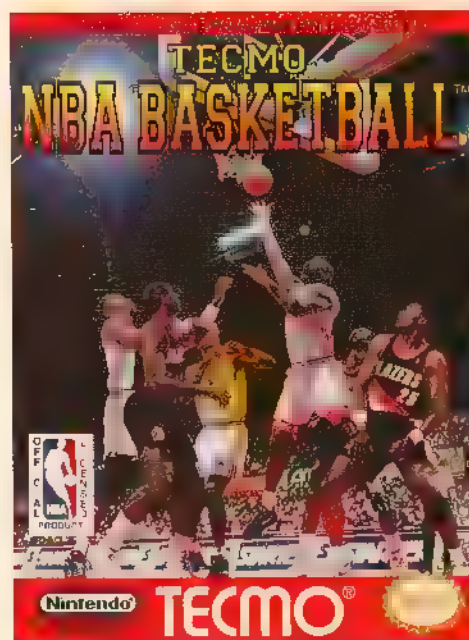
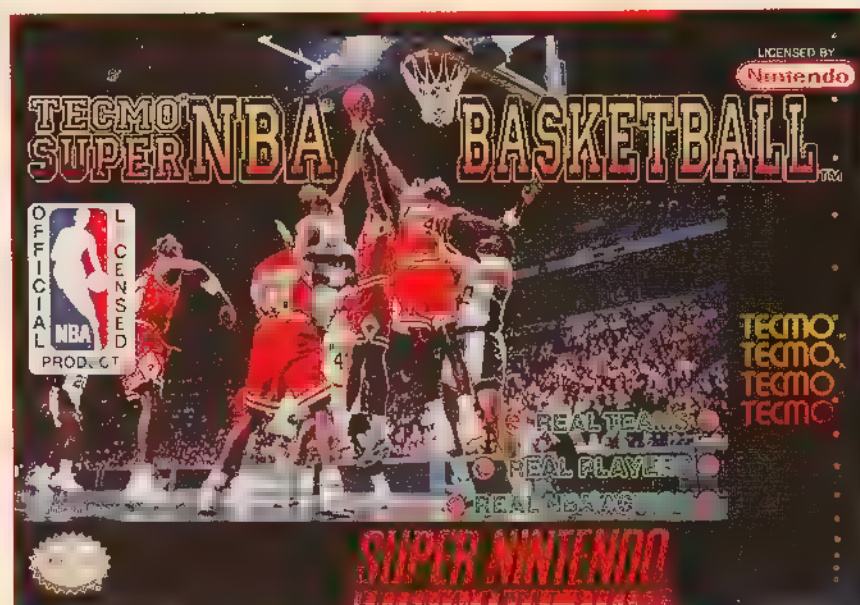
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**ARE YOU  
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**NBA ACTION?**

- ★ 1 or 2 player action
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★ **REAL BASKETBALL** ★



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SYSTEM®

**SUPER NINTENDO.**



# GAMING GOSSIP

...Super NES CD-ROM A Reality...Street Fighter 2 Onslaught...New Multi-System From Pioneer...No Genesis 2...  
...Mortal Kombat Comic...Virtual Reality For Sega...Empire Strikes Back and Mortal Kombat Score At CES...

...Yo, ho, ho, gamoids, 'tis the guru of gossip, Quartermann, back once again with a special CES edition of the GG that has none of the embarrassing garlic odor found in other gaming mags! Las Vegas was in a particularly festive mood this year, even though yours truly had to actually pay for dinner a couple of nights because the game co.'s were apparently feeling strapped for the green stuff (if only I had bought that thirty millionth cartridge maybe Nintendo would've busted for the party favors). Regardless, there were plenty of things to do and see in the south hall and just so credit is given where credit is due, both Acclaim and Namco sprung a few tamales to keep Andy, Ed and the rest of the press hounds at bay...Straight from the Uncle's mouth - don't look for the Genesis 2 or Sega CD 2 to appear in the U.S. The head honchos at video gamedom's big blue concede that the Q-Mann was right about the sequels, but only Japan will be graced with the game systems...

...While we're talking hardware, this dog of war heard from not one, not two, but three (count 'em) three program heads who all insisted that Atari's new Jaguar can out-shoot the new 3DO wonder machine! More technical ability can be found, according to those in the know, in the Flare-inspired shell that is now going through final prep in Texas than any other machine in existence! What's the catch? As previously reported by the great Q, the knuckleheads at Atari decided to leave the RAM out of the console to save some pennies and, in the process, left the hulky hardware singing high soprano! Bet you use one-ply, don't you Sam...If this is a counselor's ship, where is the ambassador?...Pioneer's new Mikey, er, L.I.F.E. system was a real surprise! The laserdisc games were wicked awesome and the Sega/Turbo compatibility pulls some nice kick. Still pricey, but quite cool...

...What do you get when you invest millions of dollars into a multi-media studio to produce CD games, put the Sega name on the door and then wait almost a year? Nothing!...On the flip-side for Sega, their new Virtual VR virtual reality glasses (which make you look like a lawnmower man) are rumored to have a special 3-D version of Virtua Racing in the works. I'll have to see it to believe it...The character generator that Acclaim showed during their wing-ding looked cool. It's a program that traces the movements of human characters who are wearing a special outfit covered with sensors and then fills in the rest of the picture over time with computer muscle. As much as the technology wowed the Q-Minator, I laid eyes on a similar system later in the show that rendered the graphic pix instantly! Venom still looked awesome...Speaking of comics, Malibu will be unveiling the SF 2 comic book later this summer and Williams has just produced their own for Mortal Kombat. Look for them at the comic shop near you...Also while you're at the comic book store, watch for a new mag that's destined to dethrone the magician! Not only does HERO have some awesome edit on the latest comic book info, it has the Q-Mann covering video!...

...As you'll read in this ish, the Super NES CD-ROM is far from vaporware! The "ultimate peripheral of '93" is well into the final stages of design and according to the ultra-secret paperwork smuggled out by some hard-working rebels, you too can feast your eyes on the latest marvel of Nintendo. A formal developer's conference will gather soon and the Q-Mann will be there...SNK's CD add-on is rumored to be looking iffy...Q-Sound, the incredible new stereo sound generator, is rumored to be finally making its way into game carts...Watch for Street Fighter 2 characters to start appearing on just about anything man-made. From an upcoming pinball machine to Fruit of the Loom underwear, the World Warriors are coming (hey Capcom, send these guys to the WWF - you'll make a fortune hawking Blanka brand deodorant)...

...Finally, the Q-Meister pulls his picks from the CES: No big winners, but Flashback was good and Mortal Kombat will zap some big ones this summer on all formats (a Gameboy version? Why?)...Sega, where were the Menacer and CD games? You missed an op to make Starfox out to be a turkey with your Silpheed game - the CD polygons blow the SFX away...Jurassic Park will likely dethrone Prince of Persia as the most ported title (the early Super NES mazes from Ocean looked cool) and Empire from Lucas/JVC was definitely the hottest game not shown at CES (but where's Return of the Jedi? I want to kill Ewoks!)...One final memo from the show - Sega has a U.S. team hard at work on Sonic 3 for later this year. Until next time, remember you ain't never had a friend like me ..

**- QUARTERMANN**



The action and color of big league baseball. Nobody can call it like Al Michaels. No game captures it like *HardBall III*.  
*HardBall III* for the Sega® Genesis® maintains its place in the line-up as the #1 selling baseball title of all-time. With new features that'll send every other game back to the minors.



You get the best power in the league. 16 meg ROM with 14 meg RAM. 26 authentic big league ballparks. The real 162 game season, including the all star game and the series. The ability to create and edit your own teams and team logos — even to save games and seasons. Your own "home run derby." Pro calibre "team effort" defense. Accurate stats that are updated and stored for the entire year. VCR like instant replays that can be saved to your personal highlight reel.



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New *HardBall III* for the Sega® Genesis®. One look, and you'll be itching to play. To order, visit your favorite video retailer or call 1-800-245-7744.

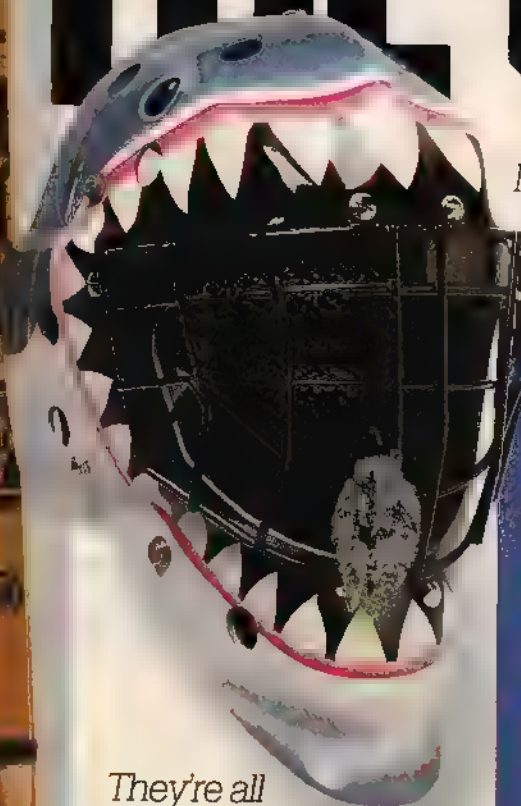


Eat dirt, sweat, scratch and have Al Michaels describe every detail.

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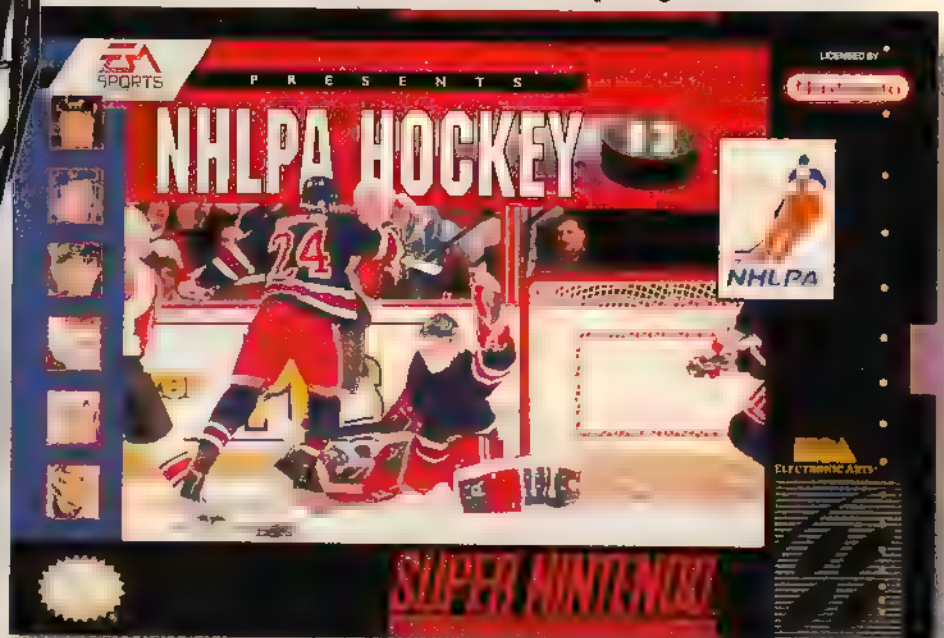


# SKATE WITH THE GREATS.



They're all captured in NHLPA® '93. The official game of the National Hockey League Player's Association.®

Nobody can hold a stick to these guys: Oates, Neely, Tocchet, LaFontaine, Sandstrom, and the 545 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.



Last year, NHL® Hockey was the top-selling Genesis™ sports title. This year, the same game designers deliver even more explosive game play. Check out all the players. The complete, accurate team rosters from the 1992 season. Including 1993's new Ottawa and Tampa Bay expansion rosters.

NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.

Supra  
gold





er tripping,  
he more  
e even

If these guys don't stop you in your tracks, the refs will. For tripping, hooking, cross-checking, off-sides, high sticking, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.

[illegible]

GOAL!

22 R. Brown by 1st quarter

CHI 8

PH 10



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# EGM EXPRESS

## PIONEER DEBUTS NEW CD GAME SYSTEM!

In a surprise move, Pioneer announced at the Winter CES that they would be bringing out a new CD interactive multimedia game system called LaserActive. Based on their popular laser disc player, Pioneer has opted to create a system that goes beyond the Sega, T.T.I. or upcoming Nintendo CD-ROM systems, and goes head-to-head with the elite 3DO. Whereas the current systems use the 4.4 Gigabit CD

to store the normal digital game data and audio, the LaserActive does the same, plus adds in up to 60 minutes of broadcast quality, full screen, full motion laser disc video and FM sound!

As if that wasn't enough, Pioneer has made their LaserActive system the world's first multi-platform inter-



Pioneer's new LaserActive system takes plug in modules which will play Sega or T.T.I., carts and CDs, in addition to karaoke discs.

active machine. Working with Sega and T.T.I., Pioneer has taken the two CD game systems and condensed each of them down to the size of a small car radio. Much of the space reduction was accomplished by modifying the laser pickup in their machine to play all of the game, CD audio, CD+G, karaoke and laser

video discs. The remaining electronics make up the optional modules which will play the respective game companies' cartridges. These modules plug into the front of the LaserActive system.

Want even more, both Sega and T.T.I. have agreed to make new games using the LaserActive format with full motion video!

On the down side, like the 3DO multimedia system, Pioneer's LaserActive will not be cheap. The main system is scheduled to cost about \$720 and each of the game system modules about \$480.

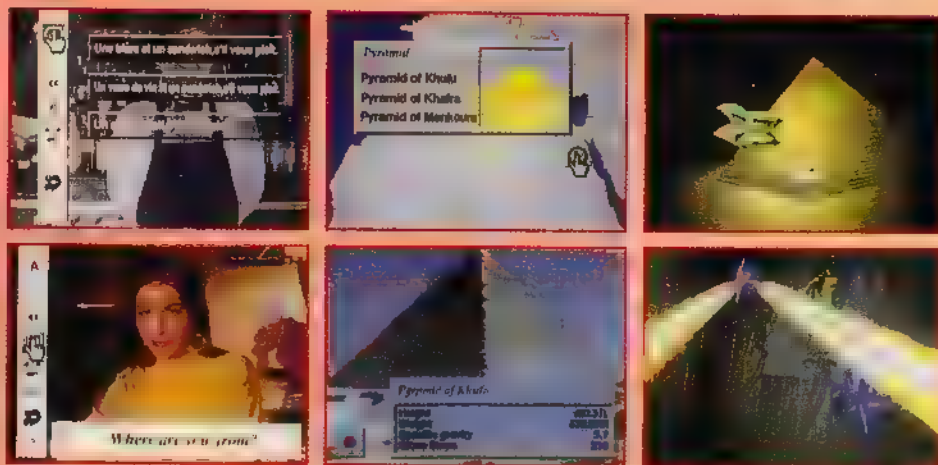
Pioneer states that they will have their LaserActive systems in stores in Japan and the U.S. this Summer.

### LASERDISC QUALITY GAMES!



The LaserActive games add digital program data with realistic LaserDisc backgrounds!

### NEW EDUCATIONAL AND ENTERTAINMENT SOFTWARE



The LaserActive system will play specially made laser games that can contain 60 minutes of full motion video in addition to the 4.4 gigabits of digital program data!



**SUPER NINTENDO**



# We ripped-off a perfectly good idea.

**TRUE ARCADE ACTION** You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades—state of the art effects designed specifically for today's most radical games. No wonder we call it the...

## ***SUPER ADVANTAGE***

### **OVERSIZED JOYSTICK.**

8-way directional control provides true arcade action.

### **VARIABLE SPEED SLOW MOTION.**

Slow down the entire game when things get out of control.



### **TURBO SPEED.**

A fully adjustable fire-control system (up to 30 shots per second).

### **AUTO TURBO.**

Continuous firing that's hands-free. You won't find this anywhere else.

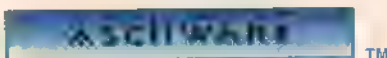
### **FIRING BUTTONS.**

Instantaneous response, and built to last.

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**Nintendo**  
Seal of Quality





# PRODUCTION SUPER NES CD-ROM SPECS REVEALED!

In order to allow game developers sufficient time to have new CD-ROM software available for the early 1994 launch of the Super NES CD-ROM peripheral, Nintendo of Japan wrapped up the development work on their Super NES ND (Nintendo Disc) Drive last December. EGM has been able to get the final specs and system configuration from Japan and this peripheral really looks hot!

## ND SYSTEM PACKAGE

The Super NES ND Drive (the official U.S. name hasn't been decided yet), when it comes out, will consist of three parts: the ND Drive, the ND System Cartridge and the CD-ROM AC Adapter. The ND Drive will be 9 1/2" deep, 7 7/8" wide and 2.9" thick (the same size as the Super NES) and it will weigh 2 lbs 7 oz. The ND System Cart will contain the majority of the 'brains' and will plug into the cartridge slot of the Super NES. There will be a cord from the system cart to the ND Drive that will transfer data and/or power.

## GAME SOFTWARE

In a bold move, Nintendo will deviate from the standard 'bare CD' format that Sega and T.T.I. use. Each of Nintendo's game discs will come in its



Last December, Nintendo finalized the specs for their Super NES ND (Nintendo Disc) Drive.

own CD caddy as many computer CDs come now (see photos).

In addition to this change, Nintendo will build in a software security device that will make illegal duplication of the software impossible. The custom case will also contain 256 Kbit of back-up RAM for game data storage.

## ND DRIVE CD-ROM SPECS

Most of the specifications haven't changed from the ones we reported back in the March and June 1992 issues of EGM.

The co-processor will be 32-Bit and it will run at 21.477 MHz. There will be 8 meg of memory on board plus another 1 meg of PS-RAM sub memory, plus 2 meg of ROM. The games

will be XA compatible (playable on Phillips CD-I machines).

What is new, is that there will be an additional 4 megabit of supplemental D-RAM memory built in.

There also will be a new CD-ROM decoder, code named HANDS (Hyper Advanced Nintendo Data transfer System). HANDS is a custom chip which basically consists of another processor - a 65C02 (which will run at 4.295 MHz). The reason for HANDS is that it will allow the main memory (8 Mbit of D-RAM) to be read without having to stop the work the co-processor is doing. It's kind of like multi-tasking. HANDS will automatically help in some of the data crunching by converting graphic data to character data for the Super NES.

Stay tuned, as next issue we will delve even further into Nintendo's new top secret 32-Bit wonder!

TOP VIEW



BOTTOM VIEW (shown)

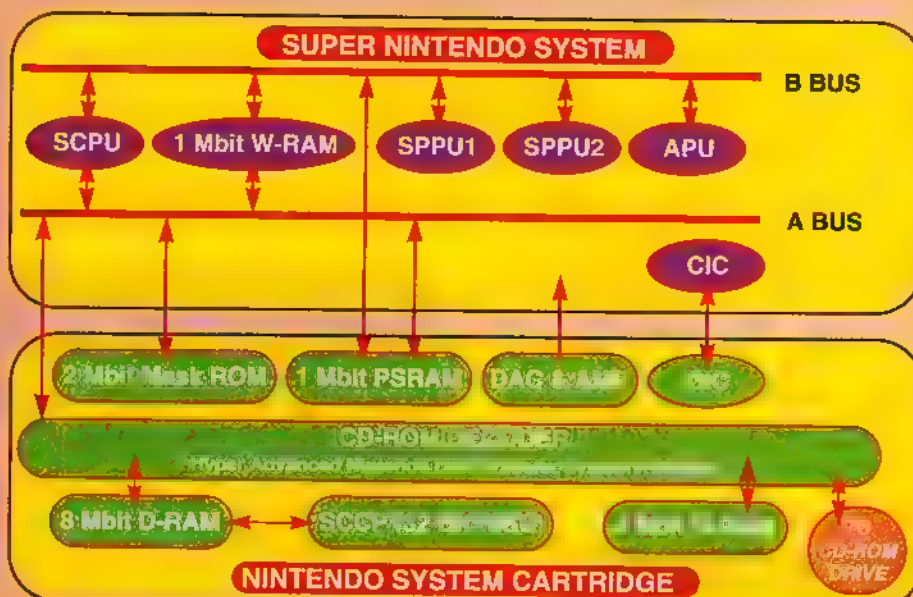


The Super NES CDs will come in individual caddies that protect the disc from damage.

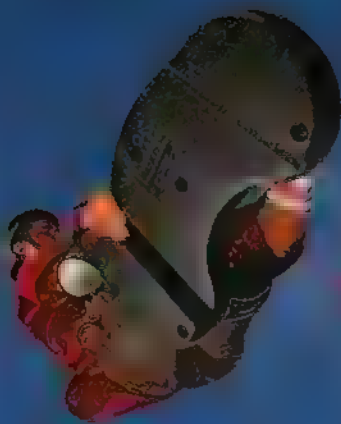
## SUPER NES CD-ROM SPECS

<b>Main Memory:</b>	
D-RAM	8 Mbits
PS-RAM	1 Mbit
(Super NES Memory)	1 Mbit
<b>Supplemental Memory:</b>	
D-RAM	4 Mbit
System ROM	2 Mbits
<b>Co-Processor (SCCP):</b>	
Type	32-Bit RISC
Clock Speed	21.477 MHz
Cache	8 Kbit
<b>CD-ROM Decoder (HANDS):</b>	
Type	65C02
Clock Speed	4.295 MHz
<b>CD-ROM Drive:</b>	
Standard Access Time	0.7 Sec.
Max. Access Time	1.4 Sec.
Read Error Rate	10 <sup>-12</sup> or less
Data Output Speed (Norm)	150 KBytes/sec
Data Output Speed (2x)	300 KBytes/sec

## SUPER NINTENDO CD-ROM SCHEMATIC







LIKE I DO  
WITH THE  
ASCII PAD SG,  
THAT'D BE  
KILLER!

Whoever said, "life is unfair" must have gotten their butt kicked by the new asciiPad SG. Here's why: it's got **TURBO FIRE** (up to 24 shots per second), hands-free **AUTO-TURBO** and **SLOW-MOTION CONTROL**. Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The asciiPad SG. There's nothing fair about it.



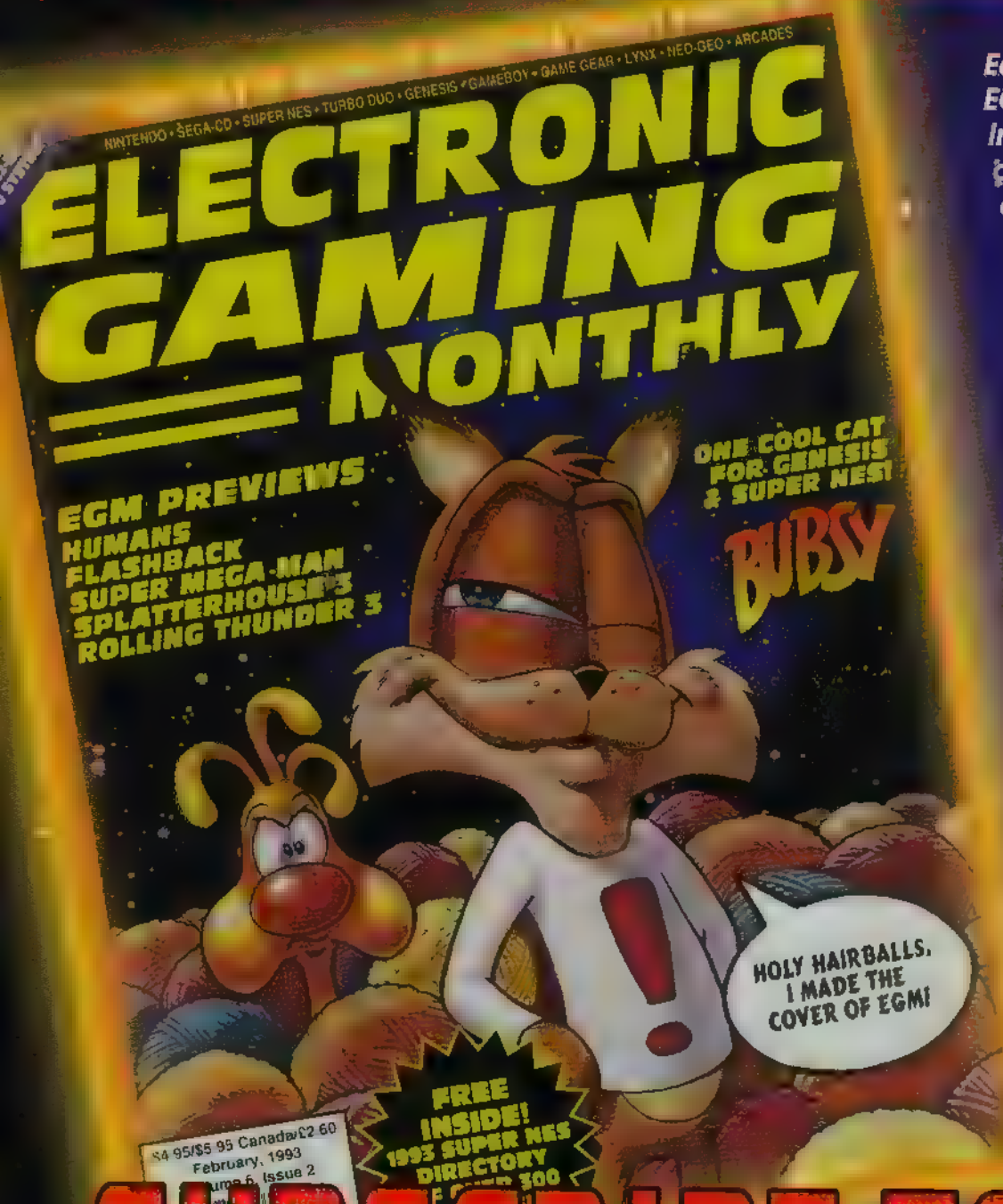
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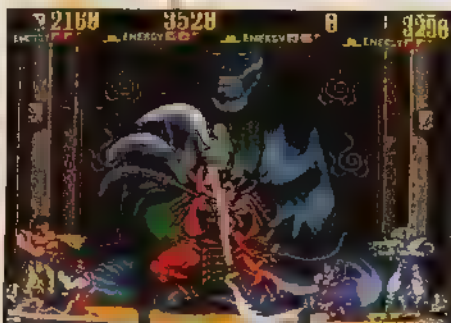
T-SHIRT WITH PAID ORDERS ONLY.



# LEADING EDGE

## MYSTIC WARRIORS

Following the success of other multi-player action/adventure games such as *Turtles in Time* and *The X-Men*, Konami has released their latest coin-op. *Mystic Warriors* is an epic adventure in which the heroes must fight the forces of evil in some exotic places around the world.



The end bosses of each level are as difficult to beat as they are fun to watch.

The warriors even end up on a snow-covered mountainside skiing for their lives against mechanized hovercrafts.

Players will also love the nasty bosses which must be defeated at the end of each level.

If you enjoy a cool adventure game, take a shot at *Mystic Warriors*!



You can play as one of four characters; each of which has a set of special moves.

### HOW IT RATES

*Konami scores big once again! Even though some of the action tends to become a bit repetitive at times, *Mystic Warriors* has some very original touches.*

*The graphics are well done with lush scrolling and beautifully animated characters. The music leaves a bit to be desired, but overall it's tolerable. The four-player option is great and definitely adds depth to this snowy battle-fest.*

*In short, a great title with a lot going for it, *Mystic Warriors* will be sure to draw many players due mostly to its high excitement level.*

Overall:

**7**

# AAA

AMERICAN AMUSEMENT  
MACHINE ASSOCIATION



Action scenes like this one aren't uncommon in Konami's *Mystic Warriors*. Originality is one of the game's strongest points.



# LAZLOS' LEAP™



## PROFESSOR LAZLOS HAS A TEST FOR YOU

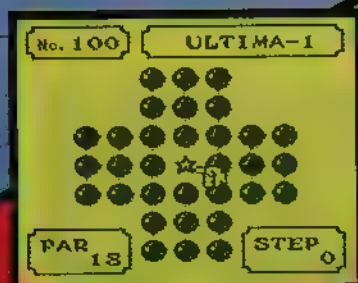


Jumping horizontally or vertically, eliminate all but the last marble in the "ULTIMA 1" puzzle in 18 moves (PAR) or less and he'll give you a light accessory for your Game Boy®, plus a chance to win DTMC's newest Game Boy® game, Sumo FIGHTER. There is one catch...the last marble must land in the center! Professor Lazlos keeps the score...there will be no cheating.

Buy your copy of Lazlos' Leap and prove Professor Lazlos wrong!

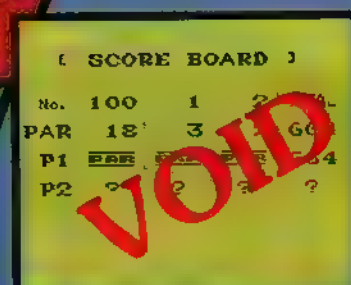
All "PAR" completed entries received by DTMC on or before April 15, 1993 will win The Illuminator - A Game Boy Light Accessory. Each entry will be eligible for a random drawing to win one of 25 Sumo FIGHTER game titles for play on the Nintendo® Game Boy®.

Look for the Sumo FIGHTER ad in this magazine!



Do you have what it takes to beat Professor Lazlos' toughest puzzle?

• Neither DTMC membership program is eligible for lost or misdirected mail. Postmark is not valid.  
 • Entries must be received by DTMC, Inc., 10000 Wilshire Blvd., Suite 1000, Beverly Hills, CA 90210.  
 • Entries must be received by DTMC, Inc. before entry deadline.  
 • Winners list, prizes and game titles will be published in DTMC magazine.  
 • DTMC reserves the right to substitute prizes of equal value.  
 • DTMC is not responsible for the actions of the winners.  
 • To enter, complete and mail the "ULTIMA-1" puzzle card with your score and name to DTMC, Inc. before the deadline.  
 • DTMC is not responsible for lost or misdirected mail.



# GAME BOY®

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# WILD PILOT



Blast your way past enemy aircraft while trying to stay clear of other obstacles.

Prepare yourself for something really wild; Wild Pilot, that is! This is one flying game that packs a wallop!

You will take part in many different missions where your only defense is your rapid-fire machine guns and

your aerial expertise! You'll engage in heated dogfights with everything from huge bombers to state-of-the-art jet interceptors. The graphics are stupendous as well as the digital stereo sound.

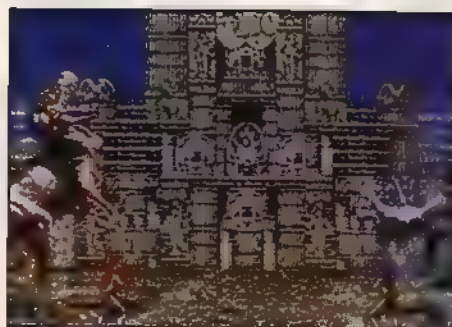


Wild Pilot's advanced scaling and killer sound effects will blow you away!



# DINOREX

With the resurgence of interest in dinosaurs lately, we knew it would only be a matter of time before we'd be playing a dinosaur video game. Dinorex, by Taito, features some of the coolest dinosaurs doing battle in various locales. Storm through the streets of a crowded city as the inhabitants run in blind panic. Confront armies in tanks as you



Richly detailed graphics enhance the look of this Paleozoic coin-op.

swear you're watching the real thing; not that you'd know what the real thing looks like! Another special feature is the two-player mode, where things really get exciting!

The sound effects and the control of both dinosaurs and their human counterparts are excellent. This is a very imaginative game!

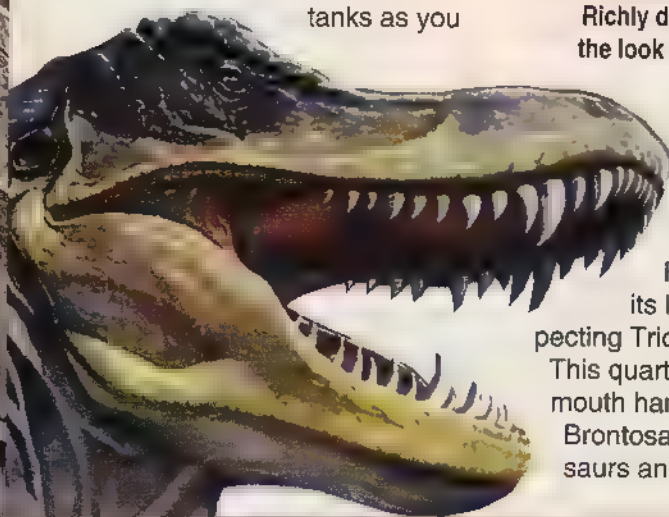
For a real blast from the past, sink your teeth and quarters into Dinorex. And you thought they were extinct!

ramble through the charred remains of urban businesses. Command the ominous Tyrannosaurus Rex as it does battle with its lunch-to-be, an unsuspecting Triceratops.

This quarter-sucker will leave your mouth hanging open wider than a Brontosaurus' hiney! The dinosaurs animate so smoothly, you'll

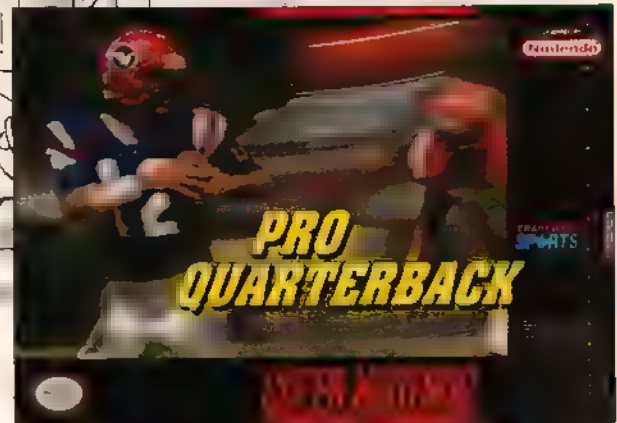


Leave a trail of destruction as your dinosaur lumbers through the city.

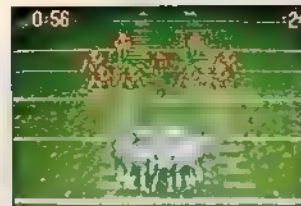




# The Season's never over with Pro Quarterback




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# Take It To The Streets...

## CRASH 'N' THE BOYS™ STREET CHALLENGE

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lives.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

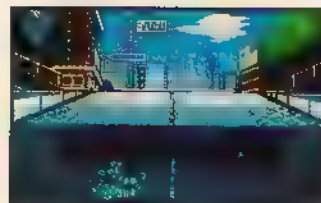
Five radical events. Five motivated teams.  
Five members per team. Only one winner.



Southside's Crash Cooney sets another 400M Hurl-les course record. Crash and the Southside Boys—Cheese, Noise, Dragon and Sting-Ray—put the Hillers to shame.



Todd Thornley forgets to let go and takes a ride in Hammer Throw Golf. His Washington High team has been humiliated by Crash once too often. This time it's personal.



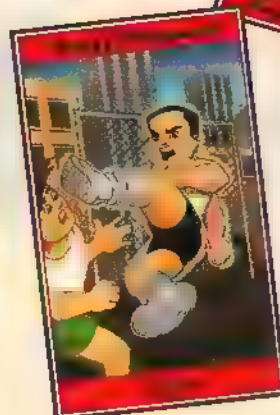
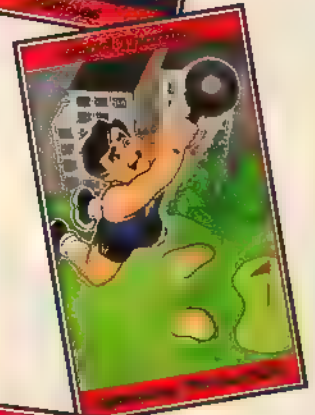
"Spreck" Spreckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside. Almost.



Artie Van Smythe vaults from rooftop to lowering rooftop in the Skyline Scramble. Lincoln High's team captain despises the Southsiders—especially Crash.



Rocky Rockowitz makes use of the devastating super kick in the Judo event. The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike.



Hot Sports  
Action For 1-4  
Players!



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## Leader Board

Check out the top qualifiers in each event.  
Have you met the Challenge?

### 400 M Hurt-les

These athletes have what it takes to attack the track and cross the finish line in record time.

Rank	Name	City	Character	Time
#1	Stephan Hamel	Maniwaki, Quebec	Wheels	0:51
#2	Marvin A. Lopez	Port Orchard, WA	Artie	0:52
#2	Robert Myers	Oklahoma City, OK	Spreck	0:52
#2	Ikonya Nginyo	St. Johnstown, PA	Crash	0:52
#3	Scott Kessler	Southgate, MI	Wheels	0:53

### Water Slaughter

These water warriors have shown their dominance of the aqueduct and defeated their opponents faster than anyone else out there.

Rank	Name	City	Character	Time
#1	Robert Myers	Oklahoma City, OK	Milo	0:22
#2	Scott Kessler	Southgate, MI	Todd	0:49
#3	Desmond Wu	San Carlos, CA	Clint	1:39
#4	Ted Chuh	San Mateo, CA	Clint	1:40
#5	Jerry Anderson	Edina, MN	Knots	1:44

### Skyline Scramble

In the most dangerous event of all, these athletes have proven their strength and endurance, vaulting 13 buildings and crossing the finish line in world record time.

Rank	Name	City	Character	Time
#1	Stephan Hamel	Maniwaki, Quebec	Wheels	0:52
#1	Scott Kessler	Southgate, MI	Crash	0:52
#1	Robert Myers	Oklahoma City, OK	Wheels	0:52
#2	Desmond Wu	San Carlos, CA	Crash	1:01
#3	Ted Chuh	San Mateo, CA	Crash	1:04

### Judo

These Judo Masters have proven they've got the brains to outwit their opponents and the brawn to pummel them in the fastest times ever.

Rank	Name	City	Character	Time
#1	Desmond Wu	San Carlos, CA	Noise	0:39
#2	Ted Chuh	San Mateo, CA	Noise	0:49
#3	Scott Kessler	Southgate, MI	Crash	0:53
#4	Perry Fazio	Milwaukee, WI	Cheese	1:27
#5	Brant McGregor	Sugarland, TX	Todd	1:33

### Tie-Breaker Questions

The tie-breaker questions will determine the winner if two or more entrants have achieved the same qualifying time in any of the events. Make sure you answer both questions.

THE ANSWERS TO THESE QUESTIONS MUST BE WRITTEN ON A PLAIN 3X5 PIECE OF PAPER ALONG WITH YOUR NAME, AGE, ADDRESS AND PHONE NUMBER TO QUALIFY FOR THE TIE-BREAKER.

#### Question 1:

What gift does Todd bring Team Thornley at the airport, in the victory animation sequence following a 1-player Tournament victory by Southside High?

#### Question 2:

How many gold medals are available on the Hammer Throw golf course?

# ...And Win Your Share of \$5,000 Cash!

## Show The World Just How Good You Are...And BAG BIG BUCKS!

In May, 1993 American Technos and Electronic Gaming Monthly will award a total of \$5,000—IN CASH—to the country's top gamers. We'll dole out the dough to the top five record holders in each of four **Street Challenge** events: 400-M Hurties; Water Slaughter; Skyline Scramble, and Judo.

You'll be able to keep track of the current world record and record-holder right here on our World Record Holders Board—which we'll update each issue between now and March.

Can you get your name and record up on the board for the world to see? Even more important, can it stand up against all challengers month after month until we make with the moolah? Remember, you're goin' up against the best—and just like you, they can't wait to get their hands on some serious coinage.

### Contest Rules Please Read All Rules Carefully!

- To Enter:** Send a photo of the game screen showing your best time in PRACTICE mode of any of the four listed events to: "I'll Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063.  
Write your name and phone number in ink on the back of your photo for identification (on Polaroids write on the front border). Then, on a plain 3x5 piece of paper hand print your name, address and phone number, as well as your answers to both Tie-Breaker Questions 1 and 2 listed here on the World Record-Holders Board.  
(See Tie-Breaker below)
- Entry Restrictions:** Entries must be from the game's PRACTICE mode in order to qualify. (In Practice Mode you are not able to buy extra power-ups, to keep everyone competing on equal footing.)
- Photo Requirements:** After completion of an event in PRACTICE mode, wait until after the "WINNER" announcement completely disappears. The screen will automatically pause. DO NOT PRESS ANY BUTTONS. With the game paused on this screen you can take your time to shoot your picture. After you have taken the picture, press the start button to resume game play. Any entries not adhering strictly to these photo requirements will be disallowed. Illegible entries or tampered photographs will not be eligible. Original negative may be requested from winners if contest sponsor desires. The decisions of the judges are final. Sponsor and/or affiliated companies are not responsible for mutilated, destroyed, undelivered or otherwise damaged entries.  
Photo tip: If your camera's flash fires, it may well wash out the T.V. screen and your score won't be readable. Consult your local camera dealer as to how to take pictures of a T.V. screen. Polaroid or other color prints acceptable. No slides. Entries will not be returned.
- Prize Limitations:** Enter as often as you like in any or all four eligible events. (Does not include Hammer Throw Golf.) However, only one entry from each contestant—the best time or file from that contestant—will be considered in each event upon completion of the contest. Awards will be limited to one cash prize per household per event, or no more than four total cash prizes per household.
- Cash Disbursement:** Cash prizes to be awarded will total \$5,000. A total of \$1,250 for each of the four events, will be disbursed as follows: First Place: \$650 Second Place: \$300, Third Place: \$150 Fourth Place: \$100, Fifth Place: \$50  
Winners will be notified by phone and/or certified mail. Winners' names and prize information may be used by Electronic Gaming Monthly and American Technos for promotional or advertising purposes without further compensation.
- Tie-Breaker:** In the event of a tie, where two or more entrants have the same winning time, the contestant with the correct answers to both tie-breaker questions will be declared the winner. In the event that the contestants have answered both questions correctly, the applicable cash prize(s) will be divided equally among them.
- Entry Deadline:** Entries must be postmarked no later than March 31, 1993. Winners' names will appear in the May/June, 1993 Edition of Electronic Gaming Monthly.
- Contest is NOT open to employees of American Technos, Inc., Sendai Publishing Group, Inc., or members of their immediate family, affiliates, subsidiaries, advertising and promotion agencies and printers. All prizes will be awarded. Taxes are the responsibility of winners.**
- For a list of winners, send a self-addressed stamped envelope to: "I'll Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063**





# THE GAME DOCTOR

## A Spritely Question!

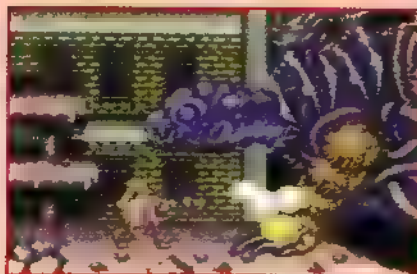
Welcome to the latest installment in electronic gaming's ongoing quest for knowledge.

Before we jump into the question pile, however, I wanted to thank everyone who has contributed to the "Draw the Game Doctor" contest—some of the entries were absolutely fantastic! I hope to print several of the winners right here in the next issue and award the various Game Doc Prize Packets.

**Q:** I'm a great fan of your magazine and I find your section particularly informative. My question is: when I read reviews of games, I constantly come across the term "sprites."

What is a sprite?! When I read a review on a game I'm thinking about getting and it says "big, chunky sprites," is that a good thing or a bad thing?

**Gareth Hailey**  
Kambah Act, Australia



This first boss in *Contra 3* is an example of the sprite technology.

**A:** Sprites are the animated characters which appear in video games, like Mario or Sonic the Hedgehog, or Bubsy Bobcat.

Early in the design of the first programmable video game systems, the developers saved tons of memory by making sprite or character animation a part of the basic hardware. Some early home computers, like the Apple II series, required large amounts of memory to animate characters because they had to be manipulated through an extensive programming code.

**Q:** In the January issue of EGM you said that Nintendo will release a 32-Bit Super NES and a 32-Bit CD-ROM. Will the existing Super NES and the 32-Bit CD-ROM be compatible?

**Mario Banks**  
Atlanta, GA

**A:** I think you misinterpreted my comments in the January issue, Mario. Nintendo actually announced that it did not feel that 16-Bit technology was sufficient to maximize the benefits of CD technology. Therefore, Nintendo says that it will release a CD-ROM drive for the existing Super NES which will upgrade the Super NES to a 32-Bit system. So there is no new version of the Super NES on the way.

The only real question seems to be when, exactly, this CD-ROM drive will appear on store shelves. Nintendo originally promised it would arrive in time for next Christmas, but most industry observers believe that it will not appear until 1994.



Nintendo plans to bring out a 32-Bit CD-ROM drive for the Super NES.

## LETTER • OF • THE • MONTH

**Q:** I got a GameBoy for Christmas and as I looked through the manual, I noticed a warning not to use rechargeable batteries. What is the reason for this?

**Garrett Masui**  
Union City, CA

**A:** Two reasons, Garrett: The voltage on rechargeables is slightly lower than ordinary batteries and won't generate enough power to run the system. Also, nickel cadmium batteries tend to heat up—so never use them together with ordinary batteries!

That about wraps things up for this issue. Remember to send all questions, corrections and comments to: **The Game Doctor (EGM)**, 330 S Decatur, Suite 152, Las Vegas, NV 89107.



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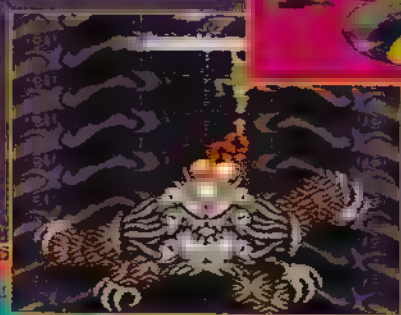
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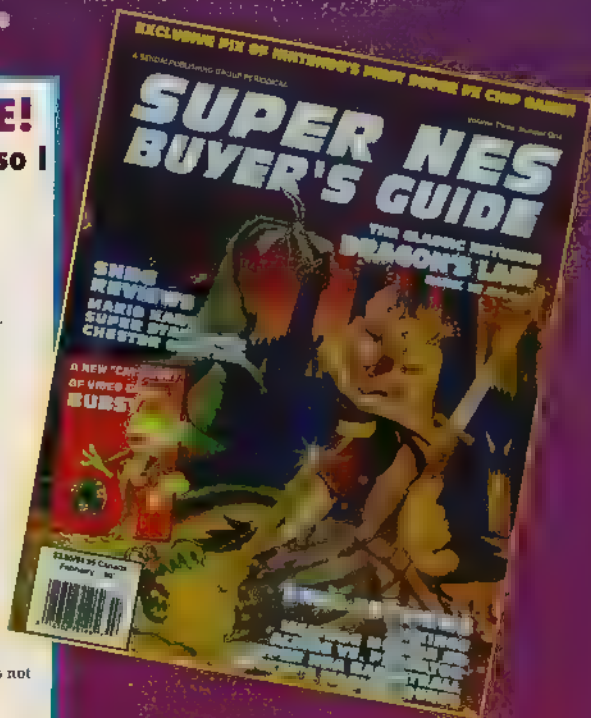
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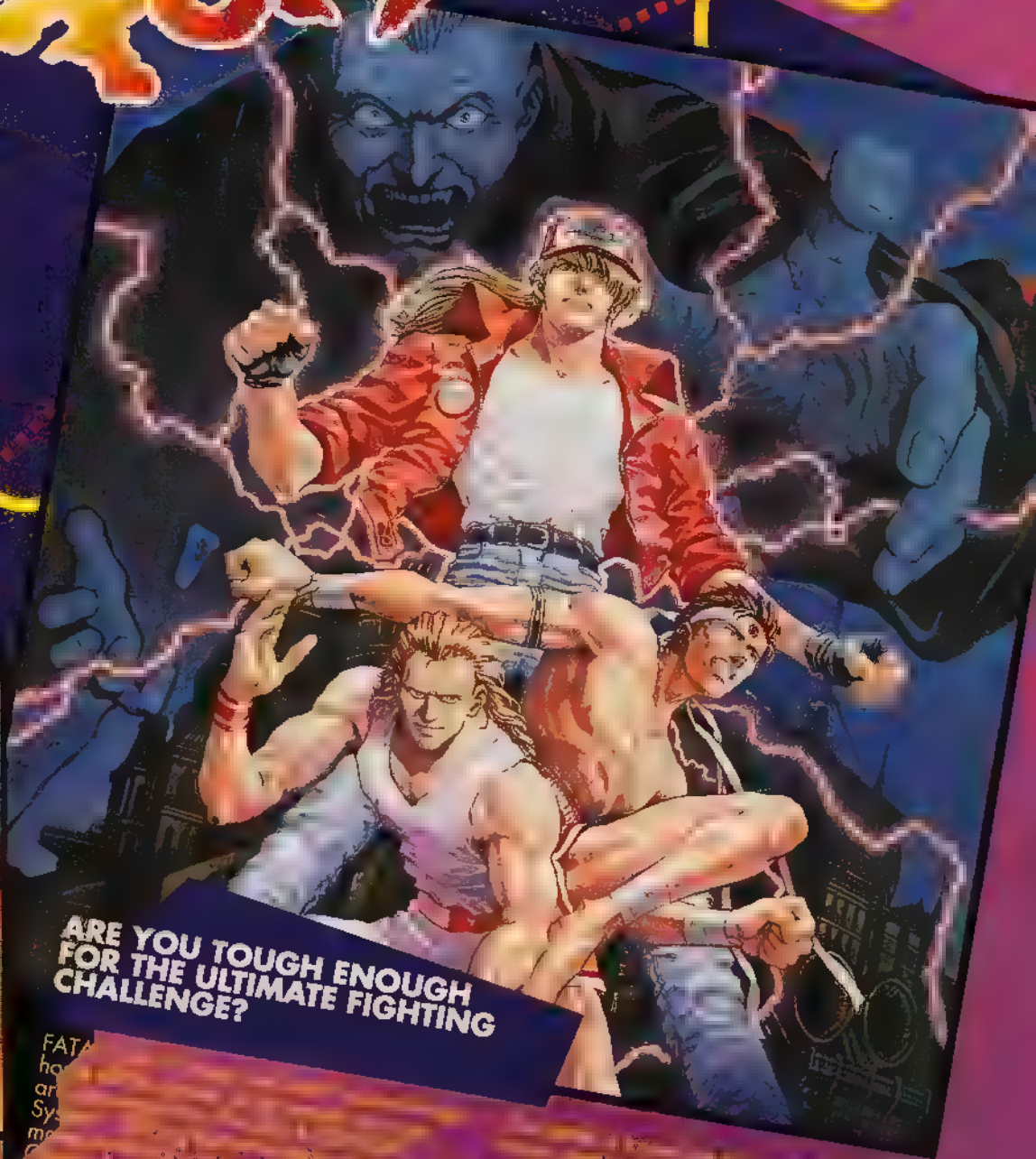
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**SNES8**





# FATAL FURY



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of the game is the...  
...the Chinese Temple...  
...horizontal scrolling...  
...of the challenge, as and...  
...and mastered. Eight...  
...each with a unique background...  
...on music and sound effects...  
...characters leap right off...  
...magical powers and...  
...with lightning...  
...both fighting action game...  
...computer or another player...  
...are tough enough to have...  
...the game is a must...



# 11 The Hudson



## Super Adventure Island

For play on the Super Nintendo Entertainment System

- Editor's Choice Gold Winner from Electronic Gaming monthly
- Spectacular Graphics Combined with incredible music
- Power-up feature transforms hero into wild skateboarder
- Weapons include: stone axes, boomerangs and fireballs

## Adventure Island 3

For play on the Nintendo Entertainment System

- Combat a mysterious invasion of primitive Adventure Island
- Explore eight gigantic islands on your quest to save Jeannie Jungle
- New dinosaurs and weapons are included to defend Master Higgins
- Uncover secret bonus zones and hidden items for extra power

## Adventure Island

For play on the Game Boy System

- Master Higgins goes portable in this classic South Pacific game
- Crack open treasure eggs for massive points or handy shortcuts
- Hunt through bizarre islands filled with sneaky killer traps
- Dodge snakes, bats and more as you search for your lost friend

### Special note to consumers:

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-  **64 K RAM**
-  **BATTERY BACK-UP**
-  **1-4 PLAYERS**
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# INTERNATIONAL NEWS

quite young and very avid game players. While it is not true of all American software designers, most major in programming and don't have a lot of experience with video games. Japanese companies take a different approach that stresses an understanding of how good games operate. Because of this philosophy, many young game players have gone on to create exciting titles like Street Fighter 2 and Super Mario Bros.

In America, most games are also created with input from far fewer people than a typical Japanese title. Just watch the credits of any popular Japanese game. Most American softs are created with a handful of people. More input from a wider number of game players would probably help many companies produce better games.

Speaking of programmers, the people who design games in Japan are widely recognized for their skills and sometimes get mobbed on the street! And most use odd names to keep their real identities a secret!

As far as the games themselves are concerned, Japanese game players are more interested in role-playing games that have long play value and unique storylines. The most popular series of games in Japan is not Super Mario Bros. or Sonic the Hedgehog like you might think, but Dragon Quest 1, 2, 3, 4, and now 5 for the Super Famicom. Each time a new Dragon Quest game is released the lines get longer, kids skip school and some people have even been mugged for their valuable carts! If you look at a Japanese video game mag, most of the highest review scores always seem to go to RPGs. Action games like

## JALECO OF JAPAN

### THE FEARSOME FORTRESS

**SUPER FAMICOM**

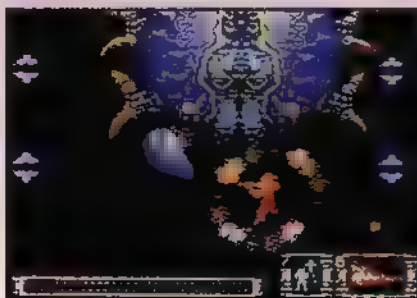
**8 MEG**

**CARTRIDGE**

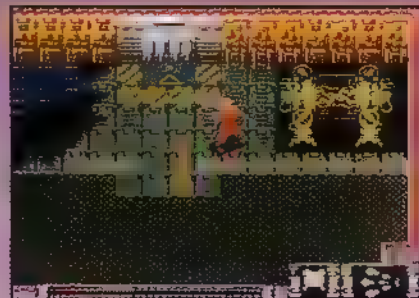
Code name: Hiro. That's all you are known as. Having been dropped deep behind enemy lines, the only information you know is that you must stop the war computer that is set to nuke the entire Asian continent.

Looking similar to the mega popular Metal Gear, you must infiltrate the robotic defense systems and seek out the main computer in the basement.

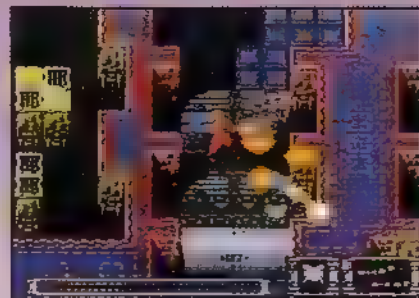
The game consists of four stages with 12 areas each. Enemies can be wiped out using power-ups like 3-way shot, claymore mines, reflecting lasers and homing missiles. Once you complete all the areas within the stage, you must face a mechanized robot protector face-to-face within the deepest corridors.



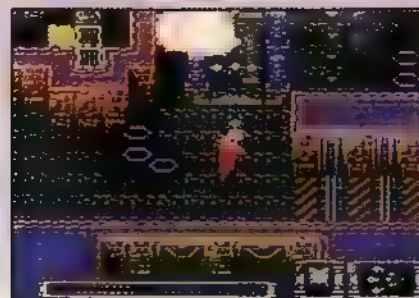
This protector attacks with hidden heads and can shield itself, too.



Destroy these power conduits to gain access to several hidden doorways.



Homing missiles come in handy when shooting robots around corners.



The 3-way shot offers excellent range and destructive firepower in one!

## TOSHIBA EMI OF JAPAN

### SUPER BACK TO THE FUTURE 2

**SUPER FAMICOM**

**8 MEG**

**CARTRIDGE**

Inside sources say that this cool game might actually be coming to the States around the third quarter of 1993! Anyway, Japan comes first and this game has serious potential.

Play as Marty McFly as he hoverboards through time to stop Biff Tannen from corrupting the future. The levels are taken from the scenes of the movie and only you can stop Biff from taking over the future!



The future holds some real weirdos! Jump to avoid many of the enemies.

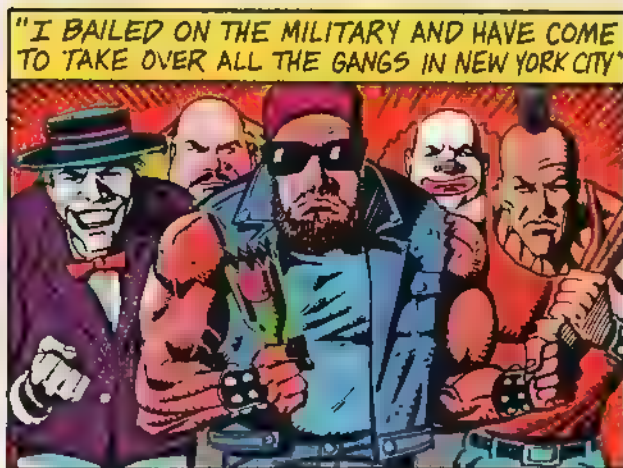
Take on Biff in the soda shop. Fling sodas and jump on his head to stop him.







I'M MARTHA SPLATTERHEAD... RENEGADE CYBORG AND FABULOUS BABE.



"I BAILED ON THE MILITARY AND HAVE COME TO TAKE OVER ALL THE GANGS IN NEW YORK CITY"



NOT EVEN MY OLD BUDDIES THE COMBATRIBES CAN STOP ME NOW!



DON'T COUNT ON IT, SPLATTERHEAD!!



JUST BECAUSE YOU WERE ONCE PART OF THE UNIT, DOESN'T MEAN BULLOVA, BLITZ AND I WILL SHOW MERCY ON YOU AND YOUR BOOT-LICKING GANGS!



WHY, BERZERKER, YOU WOULDN'T HIT A LADY, WOULD YOU?



CYBORGS AIN'T LADIES!!



But he's not the only character under the control of the Lexington Disco



But he's not the only character under the control of the Lexington Disco

◀ Special "VS. Mode" lets you battle as any of the 16 gonzo characters and go toe-to-toe with everyone—even your fellow Cyborgs!



The Big Apple's gone rotten and an old ally is at the core. Your mission: destroy Martha Splatterhead—former Combatribes babe turned Gotham gang queen. But before you get close to this renegade-mama, you'll have to do some head-bashin' with five of New York City's most feared gangs—on their turf.



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# INTERNATIONAL NEWS

Mega Man and Ninja GaiDen always score low. Many times, however, popular game characters will leave their typical side-scrolling action environments and journey into a RPG world. In fact, one of the hottest rumors floating through the Japanese press concerns a new RPG game from Capcom that uses Street Fighter 2 characters! Imagine that!

One of the most noticeable differences between you and us is the way we buy our video games. Over here, games are released on specific days, kind of like movie releases in the U.S. When the time approaches for a really popular game to appear, news stories run on television and long lines form outside stores. It's too bad game companies don't embrace the same practice in America. Unfortunately, Nintendo controls when games come to the U.S. and many times the release schedule gets pushed back. Also, once a game has been on the shelves for a couple of weeks, it is discounted heavily. When I went to the store yesterday I found a Super NES game released just three weeks ago selling new for under 1200 yen (about \$10). Popular games like Street Fighter 2 and Sonic 2, however, still command a high price.

The stores that sell video games in Japan are unlike the places you go to snap up softs in the U.S. The most popular stores discount new games to get people to come. Yodobashi Camera is the Aki-Mann's fav hangout, although Toys R Us is becoming a favorite shopping place in this country like it is in America.

## BANPRESTO OF JAPAN BATTLE SOCCER

SUPER FAMICOM

8 MEG

CARTRIDGE

The Super Deformer saga continues with this comical adaptation of soccer!

From the selection menu, you can choose to play in the Normal Mode where you play a basic game of soccer, or indulge in Battle Mode where you play with exploding soccer balls and booby traps littered everywhere!

Teams consist of The Ultramen, Godzilla characters, Hero Riders, and even Gundam mechs! There are a variety of fields to play on like grass, desert, and even the vacuum of space.

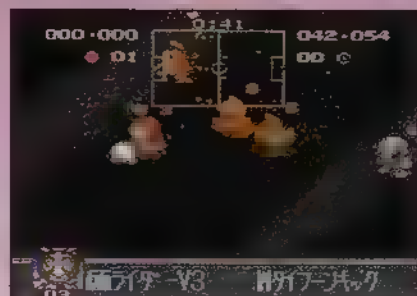
One or two players can compete against each other or team up against two opposing computer teams! If you are a big fan of soccer or the Super Deformed series, then this one is for you!



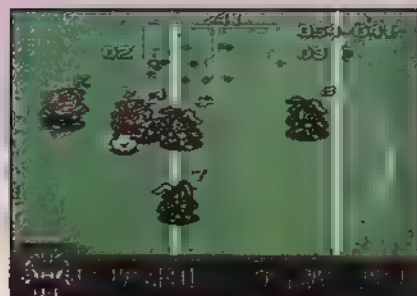
Goal! The contest has just started and it's already a heated battle to win.



An energy ball can cause problems because it can knock players out.



Where's the field? In space, the field and the traps are all invisible. Joy!



Keep track of your location with the handy translucent map at the top.

## NAMCO OF JAPAN COSMO GANG THE PUZZLE

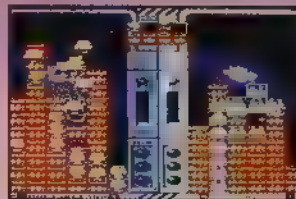
SUPER FAMICOM

4 MEG

CARTRIDGE

This one or two player puzzle game features the cast and crew of Cosmo Gang. Once a shooter, this second version is becoming a puzzle game.

Similar to many other puzzlers, attempt to get five of the same characters in a row before time runs out. Or, if two people are competing, be the first to score the most points and force more pieces into your opponent's territory to come out ahead.



Two players compete side by side as they attempt to be the first to complete the lines.

It's a race against time! The pieces fall quicker in the high levels so pace yourself.





SEGA  
GENESIS  
16 BIT CARTRIDGE

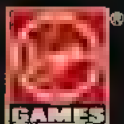
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You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

## FEATURES:

- Adjustable difficulty levels and match lengths
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.
- Fast, smooth, multi-directional scrolling.
- Ability to save your game after each round.
- Single or two player simultaneous action.

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!" —MEGA PLAY



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WORLD  
TROPHY  
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# INTERNATIONAL NEWS

When the Nintendo 8-Bit was still popular, as a matter of fact, there was a special floppy disk accessory that was sold by the company. Once enough players had the unit, Nintendo erected special software booths on the street just like phone booths! You could go to the station, put in \$5-\$15, and then pick the game you wanted! The machine would duplicate it and a disk would be ejected! Unfortunately, many people abused the service and copied software illegally. It's unlikely we'll see a similar unit for the Super NES.

Even though American gamers are different, there are still enough similarities to make game nuts like myself relate to game nuts like you. Next month I'll focus my reporting ray guns on Japanese game mags and how they differ from the one you're holding now!



The Philips CD-I system combines CD-ROM technology with games!

## PHILIPS TO GET SUPER MARIO...

Philips International announced in Japan this month that they will begin designing a new Super Mario World game that will feature real life photography and have educational overtones. The development will be handled

## IREM OF JAPAN IMAGE FIGHT 2

PC SUPER CD-ROM

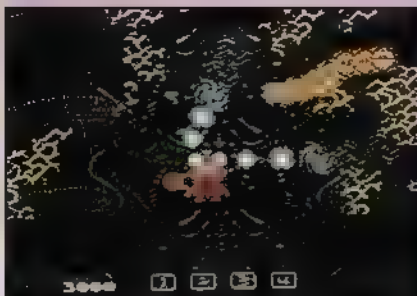
CD

CD-ROM

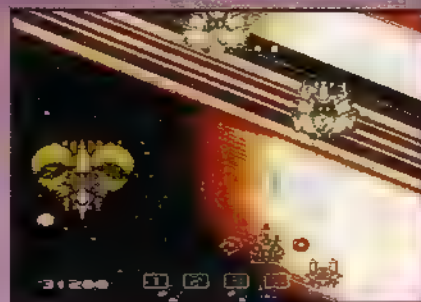
Off in a distant part of our galaxy, an intelligence system of unknown proportions has been enslaving inhabitants of other worlds and then destroying their planets. This, of course, couldn't go unnoticed by the armies of the galaxy so they have assembled a strike team to assault them. And guess what? You're leading it!

This exciting sequel in the Image Fight series takes on a whole new story with all new weaponry and exciting space action! Blast your way through five images (stages) in an attempt to stop this evil force!

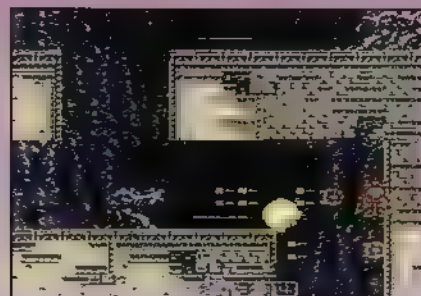
Collect three major power-up icons which can be energized a total of five times each. Prepare to face incredible bosses as you save the Earth, again!



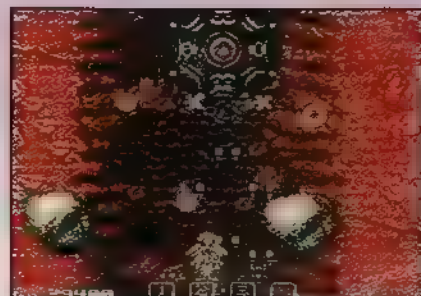
Weapons like this wave beam are capable of pushing back the enemy.



Huge warships attack within the comfort of the rings of Saturn.



Your auxiliary guns can rotate to strike opponents beside you.



From within the trenches comes this huge boulder-tossing ship

## TOAPLAN OF JAPAN SNOW BROS.

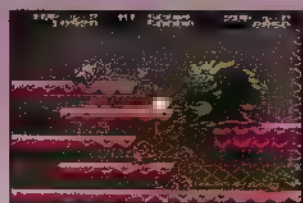
MEGA DRIVE

UKN. MEG

CARTRIDGE

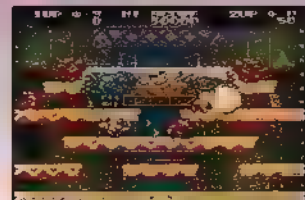
Snow Bros. is coming to all the systems! This two-player game has Nick and Tom as the brothers, using their abilities to throw energy shots at their opponents, turning them into snowballs!

Kick these snowballs off the edge to kill them while collecting power-ups such as speed, power shots and distance shots. Your enemies can jump around on the platforms and even blow fire and turn into whirlwinds!



Nick and Tom turn their enemies into snowballs and kick them off the screen.

This is the first boss! He jumps around a lot and tosses enemies at Nick and Tom.





# Free T-Rex T-Shirt

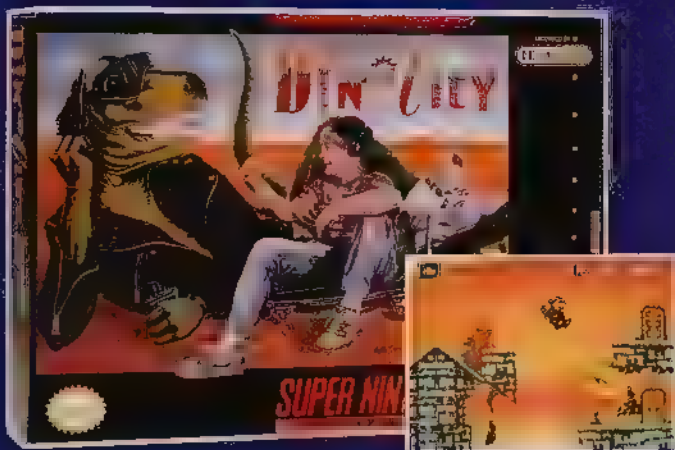
BUY TWO IREM GAMES  
AND I'LL GIVE YOU  
THE SHIRT OFF MY BACK.



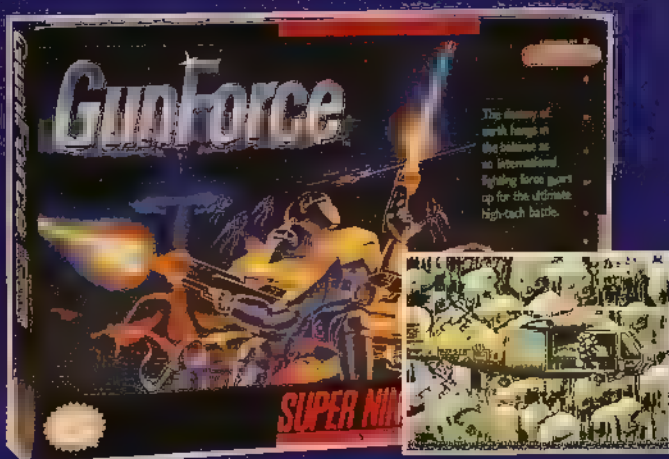
Amazing feats  
and adventure lurk around  
every street corner in this  
incredibly exciting game for  
1 or 2 players.



Earth-shaking visuals, huge challenges, and a story you can  
really sink your teeth into.



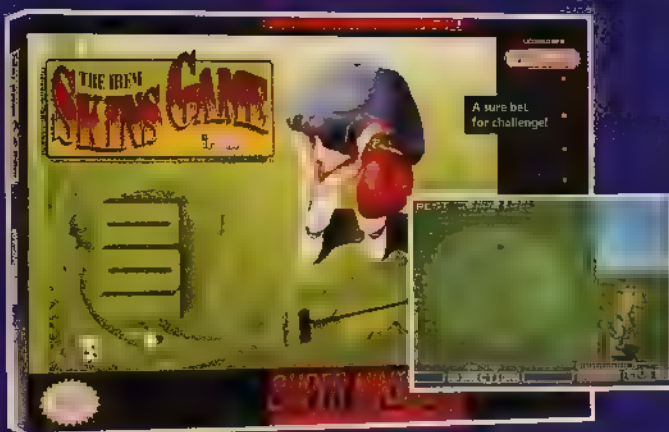
Top arcade game brings explosive action right to you. Special  
effects & two-player simultaneous action.



Save the Universe from the evil Bydo Empire. Features non-stop  
action and a variety of challenges.



Tee-off with skins—winner-takes-all on every hole or match  
play—combines different styles.



## Here's how it works!

- 1 Buy any two of these games: Dino City, Super R-Type, The Irem Skins Game, GunForce, or Street Combat.
- 2 Cut out the LPC code from your boxes.
- 3 Fill out the form, cut at dotted lines, then put form and JPC codes in an envelope mailed to this address.

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Shirt size: Sm ☐ Med ☐ Lg ☐ XL ☐

Check which 2 games you purchased: ☐ Dino City ☐ GunForce

☐ The Irem Skins Game ☐ Super R-Type ☐ Street Combat

Please allow 6-8 weeks for delivery. Offer expires 4/15/93.



# INTERNATIONAL NEWS



The Super Famicom Barcode Battler joins the Gameboy version this month!

In America and Holland and may be converted to the Super Famicom CD-ROM once that device (which is presently be constructed in tandem with Sony) is ready.

## BAR CODE BATTLER COMES TO SUPER FAMICOM!

A couple of months ago I told you about a new device that was becoming all the rage in Japan - the Barcode Battler! The BB allows anyone to scan in barcodes from products and compete in different games using the results from the scan. The first two products for the Super Famicom version of the device will be Bar Code Battler Wars and Super Warrior Combat. In addition, another cassette based on Doroman, a Japanese cartoon character, will be unveiled shortly after the unit's February 19th debut.

## WORLD BATTLETECH TOURNAMENT?

Ever since the Japanese opened their first Battletech center in Yokohama last year, many players have been ask-

## CULTURE BRAIN OF JAPAN

# SUPER CHINESE WORLD 2

SUPER FAMICOM

8 MEG

CARTRIDGE

Super Chinese World 2 continues the tradition of the comical ninja brothers, Jack and Ryu. Together they take on the four Chinaland continents where trouble is brewing once again.

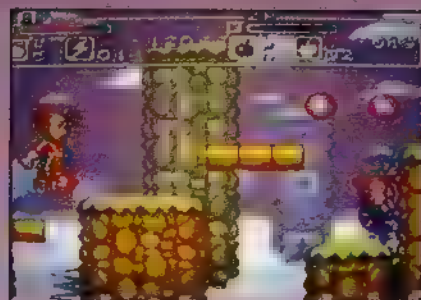
The game mostly takes place in side-scrolling screens where Jack and Ryu use their uncanny ninja abilities to destroy all kinds of attacking foes. Use techniques like Thunder Sword and Flame Punch to burn your enemies to crispy critters!

The overhead scenes give the characters a super deformed look and this is where you will find other characters that will help you locate all new hidden lands.

With noticeably improved graphics and lots of technique, this game has serious potential.



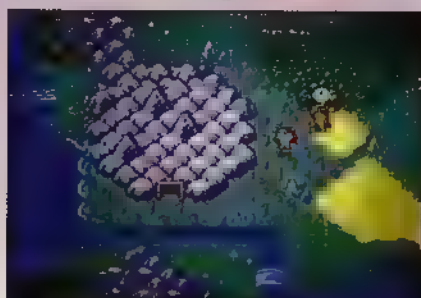
Use all sorts of fierce fighting techniques as you face weird foes.



Take caution as you climb up the huge columns high in the arctic sky



Jack and Ryu must brave the searing heat in the underground caverns.



In the Overworld, you must seek out your allies wisely as they can help you

## MICRONET OF JAPAN

# BLACK HOLE ASSAULT

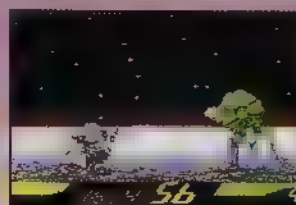
PC SUPER CD-ROM

CD

CD-ROM

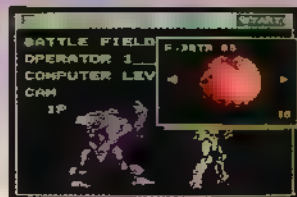
Earth's defenses have been breached once again. The invading armies are equipped with armored suits but the home team stands ready to strike!

Ten stages of one-on-one fighting action with the latest in high-tech weaponry stand before you. Play in Operation BHA to save the Earth or enter an exhibition mode to get a feel for the robots and play against another human player



The Exhibition Mode lets you play as boss characters and select your stage.

Each robot can use a variety of special combos and high-tech weaponry.





# ENTER TO WIN!

**SUNSOFT**

## DC SUPER-HERO SWEEPSTAKES

IF WE DRAW YOUR NAME, WE'LL DRAW YOUR FACE!  
Use the entry form below for your chance to appear  
as yourself in an upcoming DC Comics comic  
book. Additional entry forms available in  
Sunsoft® BATMAN™ REVENGE OF  
THE JOKER™ and SUPERMAN™  
16-BIT game paks.



## DC SUPER-HERO SWEEPSTAKES

NAME \_\_\_\_\_ (please print)  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_  
ZIP \_\_\_\_\_ AGE \_\_\_\_\_  
PHONE (\_\_\_\_) \_\_\_\_\_

**OFFICIAL RULES AND CONDITIONS**  
1. NO PURCHASE NECESSARY. No purchase or payment of money or any other thing of value is necessary to enter this contest. You may enter this contest by mailing either a completed official contest form or a 3 x 5" card with your full name, address, daytime telephone number and the words "Sun Corporation of America Comic Book Sweepstakes" printed on it to Sun Corporation of America, 1165 Knott Avenue, Cypress, CA 90630. Attn: Sweepstakes Contest.  
2. You may submit as many entries as you like, however each entry must be mailed separately. Sponsors disclaim all liability and are not responsible for lost, mislabeled, late or misdirected entries or for typographical errors on the official contest entry forms or the official rules and conditions of this contest. Entries must be postmarked no later than April 30, 1993. Entries will not be returned. This contest runs from October 1, 1992 through April 30, 1993. All entries are the sole and exclusive property of Sun Corporation of America.

3. **GRAND PRIZE:** One 1 grand prize will be awarded. The grand prize winner will have his or her name and likeness used as a character which will appear in the future edition of a DC Comics Inc. comic book. The grand prize has a retail value of less than \$50.00 as valued by the Sponsors. No other prizes will be awarded. All entrants hereby agree that if they are selected to receive the grand prize they sign a waiver and release in which he or she consents in writing to the right of Sun Corporation of America, DC Comics Inc. and their respective affiliates and agents to use his or her name and likeness for advertising and publicity purposes and as a character in one DC Comics Inc. comic book without additional compensation of any kind whatsoever. Failure to sign the waiver and release will result in forfeiture of the grand prize. Unless the participant selected forfeits the grand prize, whether intentionally or unintentionally, the grand prize will be awarded.  
4. **PRIZE DRAWING:** The random drawing to select the grand prize winner will be conducted by Sponsors on or after May 10, 1993. The grand prize winner will be notified by mail by May 31, 1993. Odds of winning will be determined based upon the total number of entries received by Sponsors.  
5. The grand prize is not transferable, assignable or redeemable for cash. Sponsors reserve the right to substitute the grand prize with a prize of prizes of comparable value. The grand prize winner and, if parent or legal guardian is solely responsible for any and all applicable federal, state and local taxes.  
6. **ELIGIBILITY:** This contest is open to residents of the United States, except where prohibited by law and with the exception of employees and families of employees of Sun Corporation of America, DC Comics Inc., Warner Bros. Consumer Products, Sun Electronics Corporation and any and all advertising agencies and publishers involved in any way with marketing and publicizing of this contest.  
7. For the name of the grand prize winner, send a stamped, self-addressed envelope to Sun Corporation of America, 1165 Knott Avenue, Cypress, CA 90630. Attn: Sweepstakes Contest Winner. Residents of Washington and Vermont need not enclose a stamped envelope.

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# INTERNATIONAL NEWS



Step aside World Little League Championships! Battletech is here!

ing to go head-to-head against the best players in America. Now they may get their chance since the Japanese Battletech Center recently crowned a Major League Champion! A second championship round scheduled for February will send one lucky team to Chicago to compete for the title of World Champion!

## JAMMIN' GAMES... JAMMIN' TUNES...

In Japan, video game music is every bit as popular as Madonna or Metallica! In fact, there are many successful bands and solo artists that give concerts to sold out crowds!

One of the hottest names in vid music is Yuzo Koshiro who has recently debuted with a CD of ultra-rockin' grooves based on Bare Knuckle 2 (Streets of Rage 2 in the U S ) It's killer!



Video game music is a popular CD attraction for Japanese gamers!

## TAITO OF JAPAN

### DARIUS 3

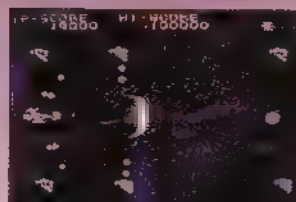
**SUPER FAMICOM**

**8 MEG**

**CARTRIDGE**

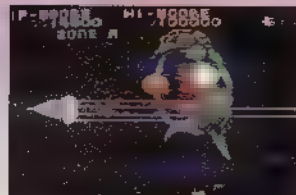
Planet Darius is in trouble again. Fly the potent Silver Hawk spacecraft through swarms of enemy fighters. One or two players can team up and shoot away to save Darius.

The game is set up like the first two where you pick from 26 zones so each game is different! There are all new bosses to face and weapons to blast them away with! It's a high speed adventure you won't want to miss!



Enemies attack from all sides in a relentless pursuit to stop your mission.

The boss in Zone A is transparent and attacks with mounted missiles.



## SEGA OF JAPAN

### GOLDEN AXE 3

**MEGA DRIVE**

**8 MEG**

**CARTRIDGE**

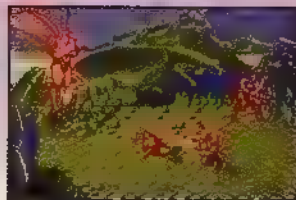
Sega is seriously considering bringing this one to the the U.S. Let's hope so because it's worth the trip!

Pick from four tough characters, each with their own exciting techniques and set out to stop Death Adder again! Face familiar foes from previous games and new enemies that will shock you. Of course, magic can be collected by beating up on those little trolls.



Enemies strike from the ground and in the air. Use a flurry of moves to stop them.

You can use all sorts of super special attacks like this rushing chest stab!



## SEGA OF JAPAN

### SIMEARTH

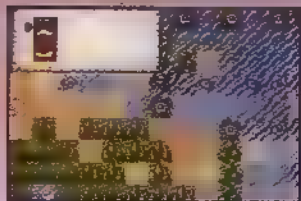
**MEGA CD-ROM**

**CD**

**CD-ROM**

Don't like the way the Earth is? How about creating your own world where the limits of life and nature are boundless? Welcome to SimEarth, a game where you develop a planet from a simple, lifeless rock

Everything is at your disposal. You can create new life, adjust weather conditions, and help your life evolve to higher forms. Just wait until the humans appear on your world!



This screen is where you build the land. Good planning can lead to good fortune.

Adjust your environment to meet the ever-changing needs of your planet's life.





# JAMES BOND

## 007 THE DUEL™

Hey, now it's *your* turn to be James Bond!

All you have to do is rescue hostage scientists from a Caribbean island.

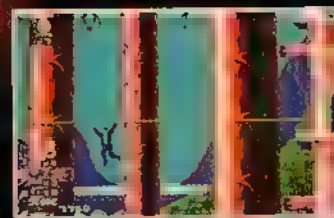
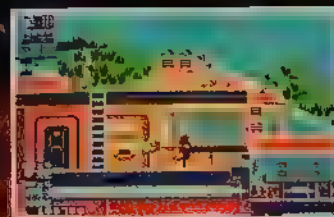
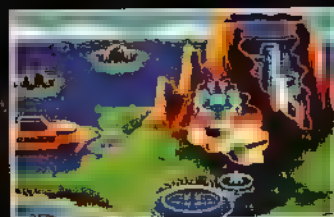
Defeat a mad professor and his ruthless army.

Take on all of Bond's old arch enemies. Enter

a volcano. Blow up an enemy space shuttle. And

of course, save the world.

That's not too much to ask of you, the world's greatest secret agent... is it?



SEGA  
GENESIS  
16-BIT CARTRIDGE

DOMARK™

Sold and manufactured in America even though

TENGEN

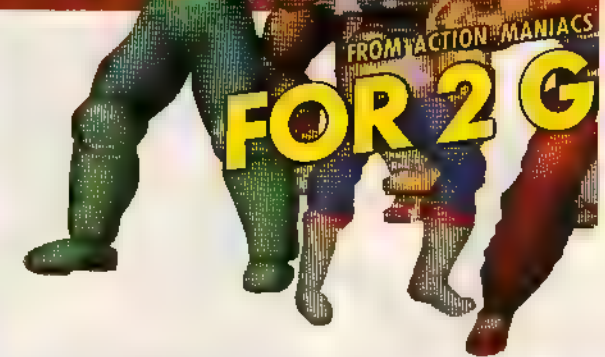
JAMES BOND 007 The Duel © 1992 Eon Productions Ltd. MAC BOND All rights reserved. Copyright 1992 by Eon Productions Ltd. and United Artists Co. Artwork and packaging © 1992 Danmark Group Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.



# 16 BIT SNES

# THE CULTURE BRAIN NEWSLETTER, FEATU

Big Capacity with 12 Meg ROM!  
104 dots x 50 dots characters!  
Wow, they're huge! There are more than 150  
techniques to choose from. Up to 8 people can participate.  
Adopting the Super Defense System!



FROM ACTION MANIACS  
**FOR 2 G**



## SUPER NINJA BOY

**FUN, FUN, FUN!!**

A peaceful life in quiet Chinoland was suddenly thrown into disaster after the Universal Peace Conference was over. The Emperor's concerns kept growing until Jack and Ryu decided to go out and settle the problem. The places they visited during their expedition were Chinoland, Mysteryland, Fairyland, and Futureland. The more they advanced, the more suspenseful it became. What they found out was a devastating plot. There are loads of exciting action, cool items, neat vehicles, great attacks and magic spells available. They are all yours to blow adversaries out of the way of the once peaceful Chinoland.



**COMING  
SOON!**







# TRICKS OF THE TRADE

<b>SEGA</b>	<b>SONIC THE HEDGEHOG 2</b> ★ ★ ★ ★
<b>GENESIS</b>	<b>STAGE SELECT, SUPER SONIC &amp; DEBUG</b>

The ultimate code for Sonic the Hedgehog 2 has been discovered! First, go to the title screen and scroll down to the options. Press START on controller 1. When the options screen appears, highlight the Sound Test box. Now, with the pad, change the

numbers of the sound test and play them with the B button in this order: 19, 65, 9, 17. When you play song 17, you will hear a distinct ring sound at the beginning of the song. Press the START button to exit back to the title screen. When the title screen appears,



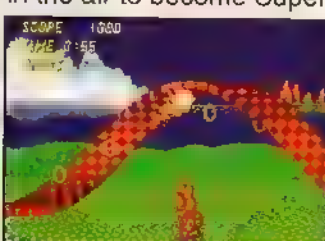
Access the Sound Test and play sounds in the right order.



A level select will appear. You can do more tricks from here.

hold the A button and press START and you will see a level select screen.

You can do another trick within this screen. Highlight the new sound test within this screen and play these sounds in this order with button B: 4, 1, 2, 6. Choose any stage in the level select screen and when you are in that level,



Be Super Sonic with more codes from the level select.

Sonic! Press START and then A to exit the level.

One more trick is the debug. Highlight the sound test in the level select screen and play them with button B in this order: 1, 9, 9, 2, 1, 1, 2, 4 (Sonic Tuesday). Now choose a stage and hold button A and press START to enter it. In the level, press B to change into an object, A to change and C to duplicate.

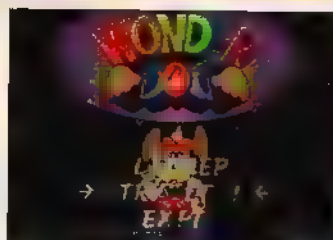


It's the new Sonic 2 debug! Turn him into many objects.

<b>JVC</b>	<b>WONDER DOG</b> ★ ★ ★ ★
<b>SEGA CD</b>	<b>ALL LEVEL PASSWORDS</b>

If you are having a difficult time with this crazy CD, then take a look at these passwords. These codes will bring you to the first section of every level.

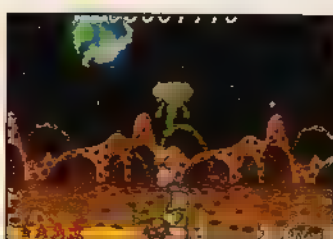
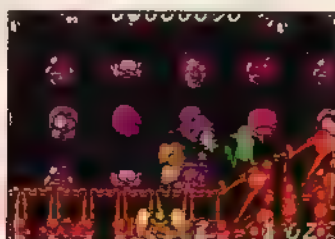
Level 1. MYSTIC  
Level 2. ANKLES  
Level 3. LED ZEP  
Level 4. REEVES  
Level 5. PIXIES  
Level 6. WOOPIE



Put in the password at the title screen to get to more levels.



You can even access the very last level. Prove your heroism!



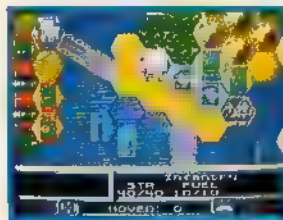
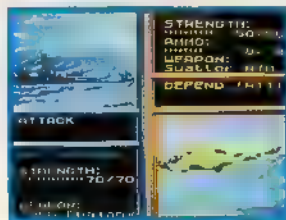
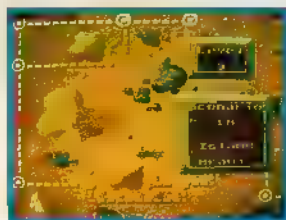


# DECLARE WAR.



**Super Conflict** is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, **Super Conflict** delivers not only realistic military challenge, but also explosive action sequences.

**Super Conflict is all the war you'll ever want.**



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GAME PAK (SNS-006)

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



THIS OFFICIAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS  
SEAL WHEN BUYING GAMES AND  
ACCESSORIES TO ENSURE COMPLETE  
COMPATIBILITY WITH YOUR SUPER  
NINTENDO ENTERTAINMENT SYSTEM.



JVC

# SUPER STAR WARS



SUPER NES

## SECRET DEBUG TRICK

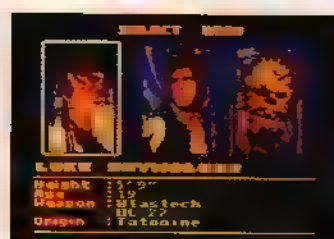
This is the ultimate trick for Super Star Wars! It is a debug within the game that allows you to do some incredible tricks. First, go to the title screen and press these buttons in this exact order: A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B. When you hear the Jawa yell, you will know that the trick worked. Press START on the first controller and you will see that you have the choice of three characters to control. You can choose Luke Skywalker, Han Solo, or Chewbacca. Now when the game starts, you can be in control of Han or Chewie instead of Luke. But, that is only the beginning. On controller 2 press and hold the top L and R buttons while you are in the level. This will bring up the game debug menu. On this screen you can manipulate just about anything in the game, such as changing the area, stage, increasing your lives, health, changing your

hero, and your weapon to anything you like. When you are ready to go back into the game after making the changes, press START on the first controller. You will be brought into the stage you choose, with the number of lives you designated, and the weapon you decided on. If you are having trouble completing the level, or want to go on to the next, just press START on controller 2 while you are in the level. It will say that you have cleared the stage and you can go on to the next. One more thing you can do with this trick is to give yourself invincibility! To do this while in a side-scrolling level, use controller 2 and press and hold the A, B, Y, X, and SELECT buttons. Let go of these; you will see X and Y coordinates by your character. Your hero is invincible and can even walk through walls!

Ian Fogelman  
West Hills, CA



Do the trick at the title screen. You will hear the Jawa yell.



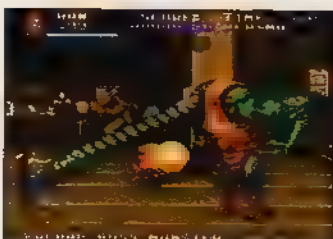
Start your game and you will be able to select your hero.



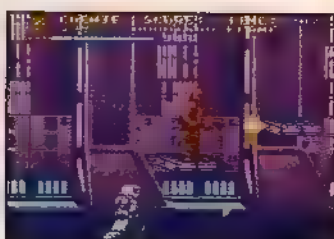
Any hero can begin in the side scrolling scenes you choose.



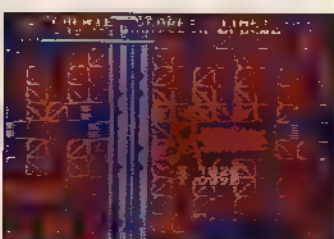
Press the L and R buttons on controller 2 for the debug.



All of your settings will be there. Press START on...



...controller 2 to clear your stage. Invincibility is below.



SEGA

# STREETS OF RAGE 2



GENESIS

## SECRET OPTION SCREEN

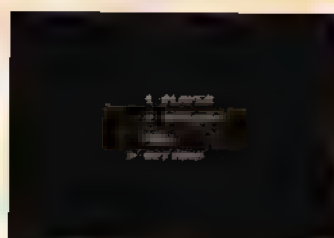
Now you can bring up a brand new option screen. To do this trick, you must have controller 2 plugged in. When the title screen shows up, press START on controller 2. You will be brought to a screen that will allow you to change your number of players, duel and options. Move the cursor with controller 2 down to the options and hold buttons A and B

simultaneously. With these held, press the START button. A different option screen will appear. Set your number of lives, select your round, and get ready for two new difficulty settings. You can change your level to Very Easy or Mania for a real challenge. See if you can defeat the last boss.

Michael Steffes  
New Port Richey, FL



Use controller 2 to do the trick. New options appear.

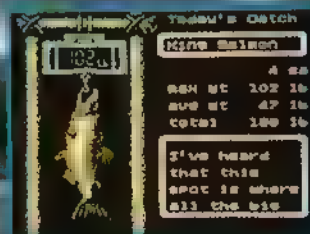


Start on the last level with 9 men! Now you're ready to jam!





# Reel In The Great Outdoors Without Leaving Your Living Room.



You're cool, cunning and powerful, but so is your competition.  
King Salmon will test your angling skills right in your own  
living room. And you won't need a fishing license.

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LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY  
ON THE SEGA GENESIS SYSTEM

43

**VIC TOKAI INC.**  
22904 Lockness Ave.  
Torrance, CA 90501



<b>SONY</b>	<b>CHUCK ROCK</b> ★ ★
<b>SEGA CD</b>	<b>LEVEL PASSWORDS</b>

Has getting through Chuck Rock been a rocky road for you? Check out these passwords for levels two through five. These should give you the help needed to do the job.

**Level 2. GJFKFN**  
**Level 3. PDPKKN**  
**Level 4. JWNTXF**  
**Level 5. TSFNVP**

Kevin Hurst  
Kettering, OH






<b>CAPCOM</b>	<b>STREET FIGHTER II</b> ★ ★
<b>SUPER NES</b>	<b>GAME GENIE CODE</b>

Here is an update to last month's Boss code (EGM 43, p. 12). This will allow player 2 to play as a randomly picked boss against the computer.

**10A4-0767 + FOAE-6D04 + 92A6-AF64** (Note: this code glitches occasionally, so use controller 2 and pick a player besides Ken for best results).

Elaine Chan  
Irvine, CA



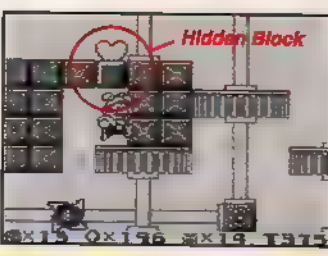
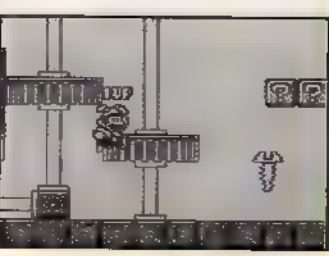



<b>NINTENDO</b>	<b>SUPER MARIO LAND 2</b> ★ ★
<b>GAMEBOY</b>	<b>1-UP LOOP</b>

This helpful method will gain you a lot of lives in Super Mario Land 2. Go to the first stage of the Mario Zone and pass it. Go back into the stage and in the middle of the stage, there is a bell over a bunch of spikes. Become Bunny Mario, float over to the bell and ring it. Go through the pipe and when you come out the other side, there is a hidden heart that con-



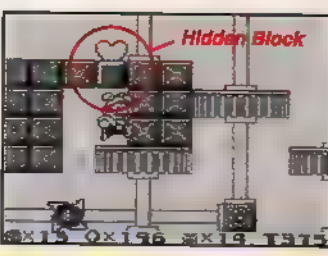
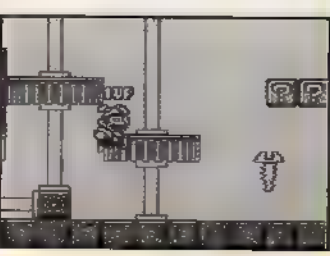
tains a 1-Up close by (Refer to the pictures on the right to locate the hidden 1-Up heart). Collect the extra man and press START and then SELECT to warp outside. Enter the level again and you will start out close to the 1-Up heart. Repeat this procedure for a lot of free Marios!

Danny Hoo  
El Monte, CA

Enter Mario Zone and complete it. Enter it again.

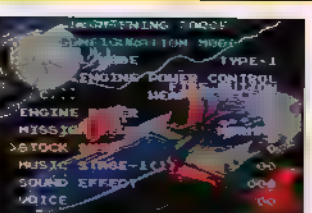

Ring the bell, go through the pipe, find the 1-Up and repeat.

<b>SEGA</b>	<b>LIGHTENING FORCE</b> ★ ★
<b>GENESIS</b>	<b>99 SHIPS</b>

99 ships should help get you through this challenging shooter. Wait for the intro to pass and when the title screen says, "Press Start," press button A and START together to pull up the Configuration screen. Highlight the number of ships, and set the number at 0. Start your game and you have 99!



Melvin Eggers  
Afton, MO

<b>SEGA</b>	<b>GG SHINOBI 2</b> ★ ★
<b>GAME GEAR</b>	<b>AWESOME CODES</b>

**D09F9** - Yellow, Pink, Green and Blue Ninja  
**11817** - All Ninjas and Yellow Crystal  
**B9B12** - All Ninjas and the Yellow and Pink Crystal  
**DDE91** - All Ninjas and the Yellow, Pink, and Blue Crystal  
**1FEDF** - All items (Ready to go to the last level).

Brian Park  
North Wales, PA



# INTERPLAY OUT OF THIS WORLD

## SUPER NES SECTION PASSWORDS

If you want to start again where you left off, then these passwords should do the trick. At the title screen, choose the Continue option or hold the top L and R button and then press SELECT to bring up the code entry screen when you are in the middle of a game. From there, you will be able to put in the password of your choice.

- Section 1 - LDKD
- Section 2 - HTDC
- Section 3 - CLLD
- Section 4 - LBKG
- Section 5 - XDDJ
- Section 6 - FXLC
- Section 7 - KRFK
- Section 8 - KLFB
- Section 9 - DDRX

- Section 10 - HRTB
- Section 11 - BRTD
- Section 12 - TFBB
- Section 13 - TXHF
- Section 14 - CKJL
- Section 15 - LFCK

Sean Rider  
Roanoke, VA



# SEGA

# COBRA COMMAND

## SEGA CD

## STAGE SELECT AND STAGE SKIP

If you thought this game was too hard to finish, here is a level select to help you along. On the title screen, take controller 1 and press these buttons in this order: UP, LEFT, RIGHT, RIGHT and UP. You can now start at any level. When you start, and the screen shows, "STAGE 1", move the directional pad RIGHT to scroll through the different levels. You can scroll all the way up to Stage 9! Finishing this stage will give you the ending for the game. There is even a way to finish the game without ever playing! After inputting the level select code, start the game at

your desired level. As soon as the action starts, press the START button. The screen will say "STAGE CLEARED" and you will advance to the next level!

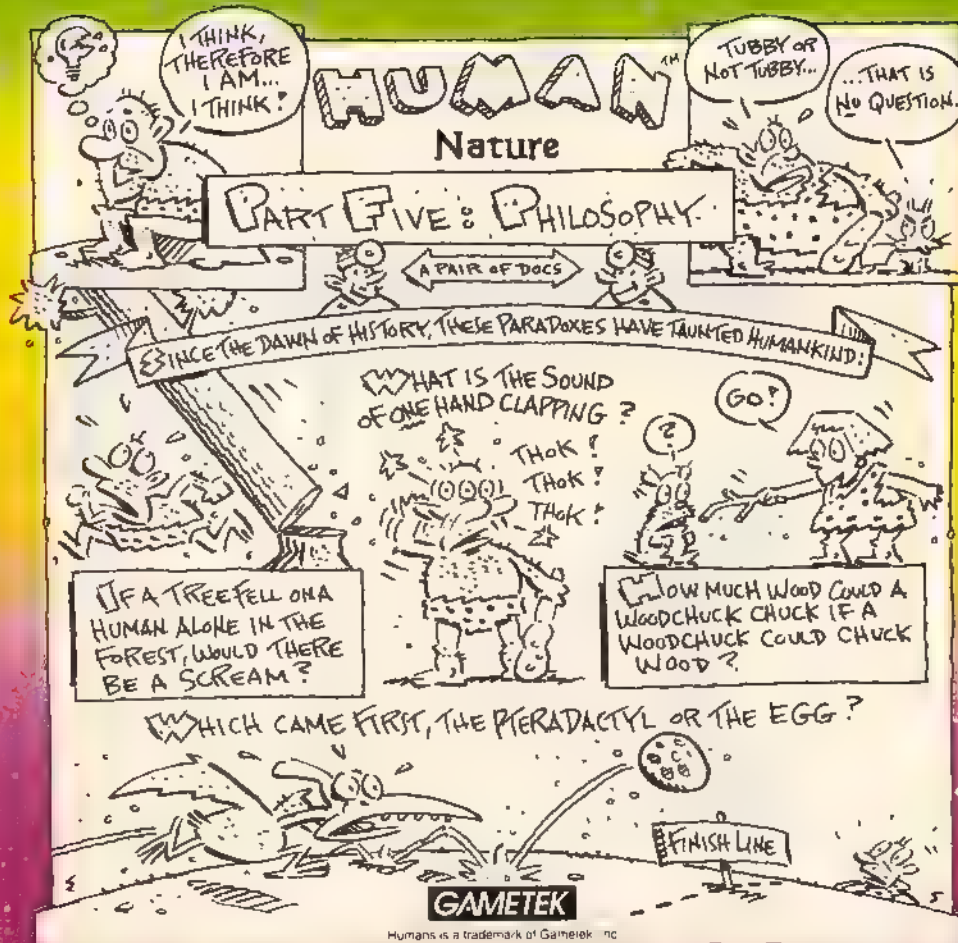
Albert Pernia  
Huntington Park, CA



# SILLY TERRY, TRICKS ARE FOR EGM!

Recently a huge package was delivered to the Trickman's digs on the second floor of the Sendal building. As the delivery man turned the corner into Terry's spacious corner office, a loud howl filled the busy corridors. By the time the men in the white jackets could make it to the scene, Terry had already ripped into the crate and the entire room was filled with cereal crumbs and cheap toy prizes worthy of a bellowing bottom burp. Don't let the heartless scum who sent our boy Terry 300 boxes of Trix succeed in scarring the Trickmeister for life! Show him you care by sending your playing prizes to: Tricks of the Trade, Sendal, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Not only will we send you a fab game for your system\*, you'll also help us get rid of this stupid cereal!

Rules that we put in tiny print to make our lawyers happy: Sendal Publications, Inc. is not responsible for the submission of similar or identical tips and is not obligated to award the game cards to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit! Full selection of games is up to us. The allowable game systems are NES, GameBoy, GameBoy, SNES, TurboGrafx-16, Lynx, Game Gear and SNES. Void where prohibited by law.







*ACME Looniversity, a classic*



*Showdown at Calamity's Corral*



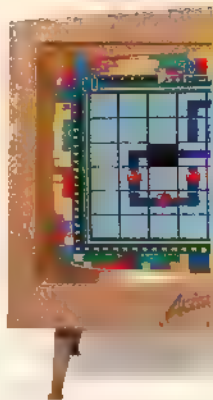
*Spook Mansion After Dark*



*The Mystery Weight Challenge*



*Furrrball's Championship Squash*



*The Hungry Boy*

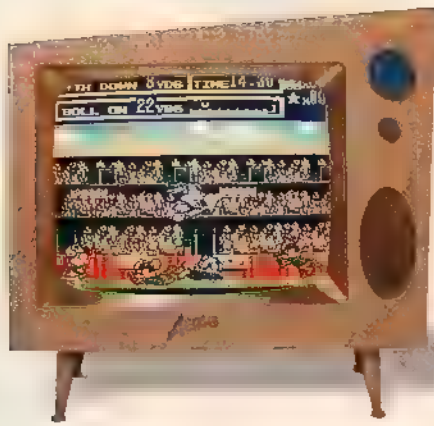
# YOU WON'T FIND THESE LISTED IN YOUR



That's because they're only on your Super NES™! You heard right, buster. 11 brand new adventures so realistic you'll think you're playing an actual cartoon. All your favorites are here. Babs Bunny, Plucky Duck, Dizzy Devil, Montana Max and gazillions of cartoon extras. Each ready to put Buster Bunny's new spin kick and mad dash to the test, as he scurries through 6 stages and 5 subgames packed with tricky traps, mega mysteries and "hare" splitting anvils courtesy of the ACME Anvil Company.







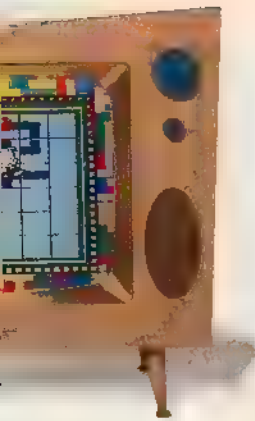
*Looniversity Football on the  
ACME Sports Channel*



*The Buster Sky Jinx Comedy Special*



*Space Opera  
(too wacky for Public Broadcasting!)*



*Hamton Hour*



*In Search of: Your Frantic Friends*



*Plucky Duck's Go-Go Bingo*

# TINY TOONS EPISODES TV GUIDE.®

Wow! It's a good thing this stuff is only  
on your Super NES Daytime television  
isn't ready for something this graphic

**KONAMI®**



**Konami Game Hint and Tip Line: 1-900-896-HINT (4468)**  
70¢ per minute charge. Minors must have parental permission before calling.  
Touch-tone phone required.



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**SUPER NES**

You heard it first at EGM! One of the most popular fighting coin-ops since SF2 is about to make its appearance on the screens of the Super NES, and of all systems, the GameBoy!

Like in the arcade, you can choose from seven characters. All of them are present: Kano, Liu-Kang, Sub-Zero, Sonya, Jonny Cage, Scorpion, and the powerful Raiden. Not only that, but there are two boss characters, Goro and the powerful Shang Tsung, who can morph into any warrior at will and use all of their powers at any time!

The game will remain the same, because like its main competitor, it will use 16 Meg of memory to make sure that the detail is not lost in the conversion. As you can see, the detail is ported straight from the arcade: the cool shadow effect of the fighters was mimicked perfectly.

Well, now that all those pleasantries are aside, the main question that everyone will be asking is, will it still be the psycho-waste-em-all bloodbath complete with finishing death moves that the first one was? It is highly unlikely that Nintendo will

# MORTAL KOMBAT

let Acclaim keep the fatalities in, but, keep reading EGM for the inside scoop on this hot title for all formats. Now check out our super pictures straight from Winter CES!

## FOR THE SUPER NINTENDO!



Even the stage with the stone statues of the warriors is done with uncanny detail!



Can you tell the difference? What your looking at are the actual Super NES pix!



### SUB-ZERO

Like his name suggests, his ice blast will instantly freeze the strongest foe, and his speed is to be reckoned with!

## CHOOSE FROM ALL SEVEN FIGHTERS!!!



Even the stage with the stone statues of the warriors is done with uncanny detail!

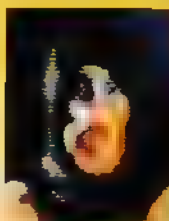


### JOHNNY CAGE

Johnny cage has green fireballs, splits punch, and a sliding shadow kick at his disposal. Deadly indeed!

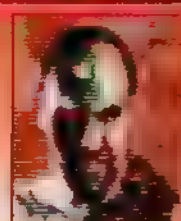
### SCORPION

Scorpion is here with a deadly grappling hook that locks into his victims' bodies and pulls them to him.



### KANO

A nasty head smash, spinning blades, flying rolls are the mostly what his attacks consist of.

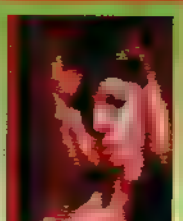


### LIU-KANG

Liu-Kang can best be described as the speed demon of the entire fighting crowd. His flying kicks are lethal.

### SONYA

This highly trained military woman has many grappling attacks as well as a devastating air attack! Ouch!



### RAIDEN

The master of energy, he can teleport, fire lightning, or launch his body for a crushing blow in the chest.



# COMBAT

## AND IN THIS CORNER...

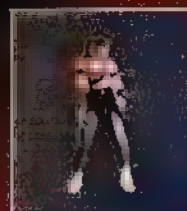
Flying Edge is also about to release the all-out fighter for all the Sega platforms! Now you can play if you have a Genesis, a Game Gear for on-the-go stress relief, or truly let the power fly and pick up the Sega CD version! This version

will be just as close as the Super NES version, except the Sega CD version will have better audio. Not only that, but it is probable that ALL of the blood will be kept in as well as the fancy finishing moves.

The cartridge version for the Genesis will also be 16 Meg and the portable versions will be much smaller for obvious reasons. The CD will be an enhanced version of the cart with superb music and sound effects. Unfortunately, there is not much to show, and for some oddball reason, they have all the characters done, but the scenery has not been defined.

A new controller may need to be fashioned for the Genesis and Sega CD versions. The Sega six button controller may be the answer to how this game will be played on a system with only 3 buttons. The game play on the Game Gear version may have to be cut down a little to accommodate the portable's permanent 2 button configuration. Now lets take a look below to see just how far along the Sega versions are. You'll get a chance to check it out with a side-by-side photo of the Super NES version to just see how they compare.

## SUPER NES VS. GENESIS. YOU BE THE JUDGE!



GENESIS

GENESIS

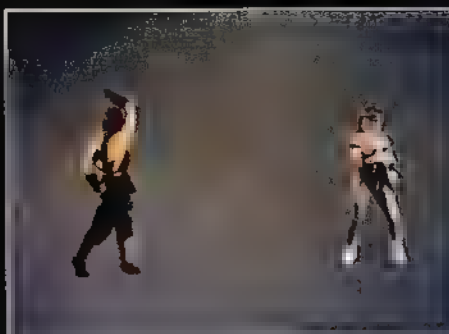
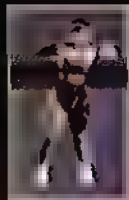
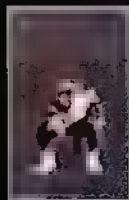
## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ACCLAIM	SUPER NES	HARD	3rd Qtr. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
16 MEG	N/A	ACTION	5%

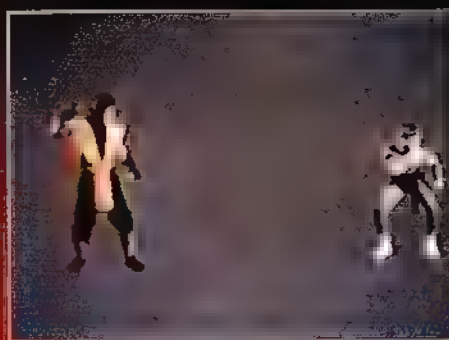
## FOR THE SEGA GENESIS!

Since the Super NES is going to get the game, why not all the systems? So, there will be a cart, portable, and CD version for the Sega systems. The only difference is that there should be blood and entrails in all their detail on these versions. We will see how each version will turn out in the near future.

### THE DEADLINESS OF SONYAI!

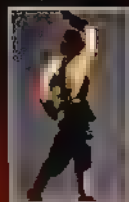


At present, the moves are being concentrated on, then the back will be added.



There may not be any backgrounds, but the detail to the characters is a sight!

### THE SCORPIONS' WAY.



## FOR THE SEGA GAME GEAR!

## FOR THE SEGA CD!

Like the Genesis version, the GG version has the characters but no scenery present. You can see the detail, and it will be one of the best.



The next level is a time to make sure the characters are all in the game. This one is a time to make sure the characters are all in the game.



**SUPER NES**

## START OUT YOUR MISSION IN THE CITY!



### BATTLEGROUND

This is where the real action takes place. Master your controls to survive!



### GHQ

Choose your various missions. Make sure to get lots of information.



### TAVERN

The ideal location to find out what is going on and where it is happening.



### MECH SHOP

Buy new weapons and mechs here. Be sure you have enough money!



**TAVERN**



**GHQ**



**MECH SHOP**

### SUBSCREENS

You can find out valuable information from various people in the tavern and GHQ. Go to the Mech Shop to repair your mech, buy new and more powerful weapons, or sell your old mech and trade-up for a better one.

# MECHWARRIOR

## WELCOME MECHWARRIOR

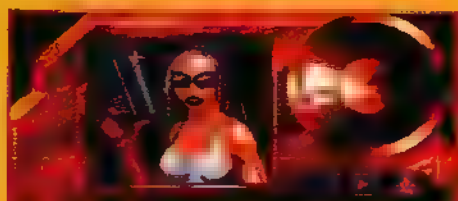
Under the orders of Prince Hanse Davion, a mercenary force known as the Dark Wing Lance must be destroyed. They have killed many innocent people, including your own family. It's up to you to take vengeance on these criminals. It won't be easy, for they have powerful mech units. After ten years of saving up money, you finally have enough to buy a mech, and weapons. Fight in ferocious battles to the death in a unique first-person perspective.

This game creates the feeling of a battlefield where death can come at any time. The sounds are realistic from the roaring cannons, to the dull hum of a laser. You have the ability

to modify your mech until it is the deadliest one around.

Begin your mission in the heart of the city. In the mech shop equip your mech with the necessary weapons to survive the first mission. In the GHQ, you can choose your assignments, and maybe even bargain for more money. Go to the tavern and talk to weird and interesting space veterans. They have plenty of valuable advice and information. You also have a multitude of controls to master. In a short time, any mech pilot can be an expert in ground combat! The whole experience is overwhelming.

## COOL CINEMAS!



**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>ACTIVISION</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>MAY</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>8</b>	<b>SIMULATION</b>	<b>90%</b>



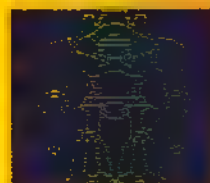
## TECHNICAL READOUT UPDATE



Weight: 20 tons  
Speed: 144  
Heat Sinks: -9  
Armor: 48  
Airspeed: 54  
Price: Free of charge.



Weight: 50 tons  
Speed: 108  
Heat Sinks: -1  
Armor: 88  
Airspeed: 54  
Price: \$1,081,000



Weight: 75 tons  
Speed: 72  
Heat Sinks: -1  
Armor: 200  
Airspeed: 43  
Price: \$2,064,000



Weight: 80 tons  
Speed: 76  
Heat Sinks: -2  
Armor: 280  
Airspeed: 0  
Price: \$2,432,000

### CONTROL

Each mech has various advantages and disadvantages. The more expensive the mech, the more powerful your weapons and armor will be. One disadvantage of the larger mech is that they have very little or no air speed. As you play through the game and defeat certain levels you can go to the mech shop and sell your old mech.

**A Button:**

jump jets

**B Button:**

fires weapon

**Y Button:**

torso turn

**X Button:**

radar view

**Top Buttons:**

select weapons

## THE COCKPIT



## OBSERVE YOUR MECH'S DISPLAY TO SURVIVE!

- A. The battlefield is where the enemy mech's appear and attack.
- B. Status of your mech's armor.
- C. List of your weapons & ammo.
- D. Enemy mech profile.
- E. Radar display.

## PURCHASE WEAPONS FOR BATTLE!

ITEM	HEAT	DAMAGE	COST
Short Range Missile:	2	3	\$42,000
Short Homing Missile:	2	3	\$51,000
Medium Range Missile:	3	4	\$65,000
Medium Homing Missile:	3	4	\$72,000
Long Range Missile:	4	6	\$83,000
Long Homing Missile:	4	6	\$120,000
Machine Gun:	0	2	\$35,000
Small Laser:	1	3	\$40,000
Medium Laser:	3	6	\$62,000
Large Laser:	8	8	\$84,000
Partical Cannon:	10	10	\$105,000

Buy the latest in technology at the Mech Shop. From missiles to lasers, you can be on the cutting edge. You can also buy heat sinks, new engines, and jump jets here.

If you need repairs, or more ammo, this is the place to do it.

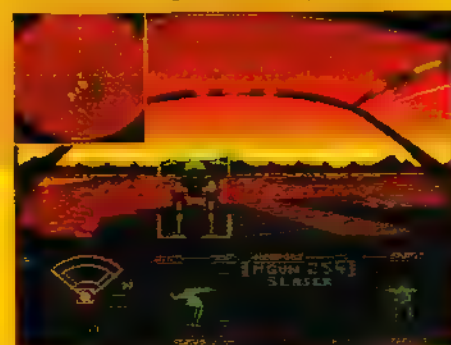
## BATTLE OVER VARIOUS TERRAIN



### DESERT

Main Hazards:

Overheating, and many enemies.



### LAVA

Main Hazards:

Overheating, and molten rock.



### CITY

Main Hazards

Low visibility, and ambush points.



### ICE

Main Hazards.

Controls get tough because of ice.  
Many dangerous enemies.



**SUPER NES**

# TINY, TOONEY, & LOONEY!

Here they come! Those crazy characters of Saturday morning are about to invade your video game screens in 16-Bit Super NES fashion.

Guide Buster Bunny through six looney levels from the ACME Looniversity to the Space Opera. You'll even get to play a game of football! This game is packed with bonus rounds that are so much fun, you'll find yourself playing just to get to the bonus games!

Fans of the show will go absolutely looney over this game!

## Meet the cast!



Babs  
Bunny



Sweetie  
Bird



Plucky  
Duck



Gogo  
Dodo



Montana  
Max



Book  
Worm



Elmyra



Calamity  
Coyote



Shirley  
The Loon



Little  
Beeper

## My helpful icons!



STAR  
100 for 1-up



BUSTER  
Extra life



CRYSTAL CARROT  
Increase life meter by one



SILVER CARROT  
Replenishes life gauge by one



GOLD CARROT  
Replenishes life gauge to full



CRYSTAL GOGO  
Defeats all on-screen enemies



SILVER GOGO  
Replenishes dash gauge to full



GOLD GOGO  
Makes Buster invincible

## FACT FILE

MANUFACTURER

**KONAMI**

MACHINE

**SUPER NES**

DIFFICULTY

**MODERATE**

AVAILABLE

**MARCH**

CART SIZE

**8 MEG**

NUMBER OF LEVELS

**11**

THEME

**ACTION**

% COMPLETE

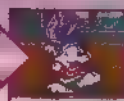
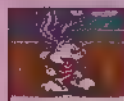
**95%**



# BUSTS LOOSE!

## My moves are too detailed for cartoons!

### Dash



Buster has a special dash ability which also enables him to run up walls. His main attack is a well-animated flip kick.

### Flip Kick



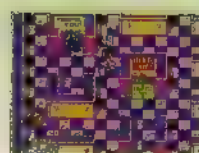
## The bonus rounds are a great addition!



It's time for another episode of cartoon's number 1 game show Wheels 'O' Game!



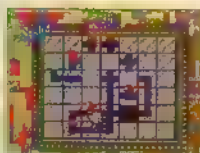
After each stage, and depending on the spin of the wheel, you'll get to play a bonus game for 1-ups. It's like having 5 extra games!



Help Babs free her friends. Avoid Dizzy & Elmyra.



Complete a row with the cast of characters.



Make a path for Hamton to cross to get the apples.

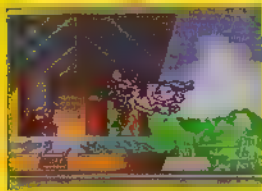


Play squash and hit the ball 15x. Don't miss!



Outweigh your pals across the screen.





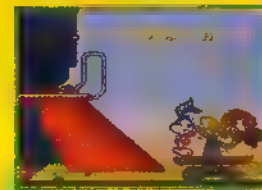
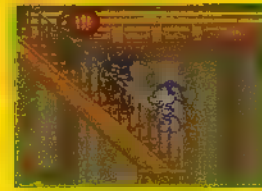
### LOONEY LEVEL ONE ACME LOONIVERSITY

The school is overrun by rats, crabs, and frogs - very dangerous animals. Be careful as you go through the halls, library and cafeteria. Be sure to feed Dizzy at the end of the level. He's hungry!



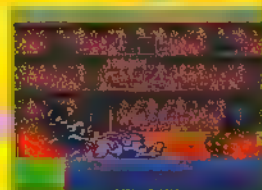
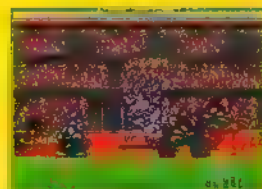
### LOONEY LEVEL TWO WESTERN MOVIE

Montana Max has robbed the bank. Retrieve the loot, but first you must go to the town filled with evil hombres on your way to the runaway train where Max pleads for your help after fowling up.



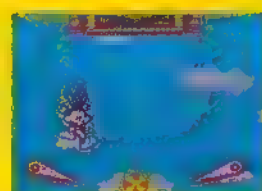
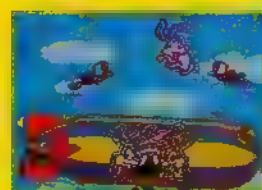
### LOONEY LEVEL THREE SPOOK MANSION

This haunted house will sure give you the creeps! Ghosts and monsters are everywhere! Make your way through all the traps and contraptions to save Babs Bunny's friend from the evil Gene Splicer!



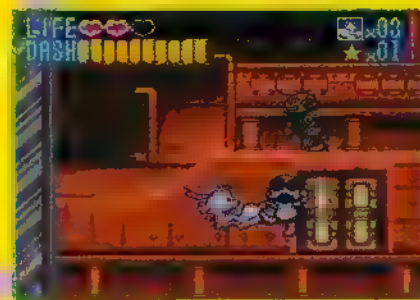
### LOONEY LEVEL FOUR LOONIVERSITY STADIUM

Rah-rah sis boom bah! Be a football hero and score a touchdown with a run or pass play. Pull the ACME Looniversity football team ahead of their arch rivals and win the game. Oh, the adoring fans!



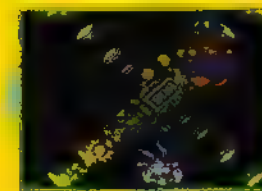
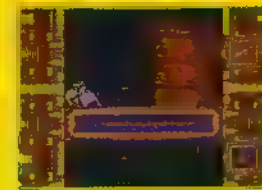
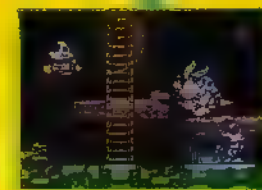
### LOONEY LEVEL FIVE BALLOON RIDE

Take to the skies aboard hot air balloons and a blimp with two familiar faces on its side. Then it's on to the sky pinball where you must use flippers to launch Buster upward toward the goal!



### LOONEY LEVEL SIX SPACE OPERA

Oh no! Princess Babs has been captured by the evil Duck Vader! Buster is a knight of honor who must rescue her royal highness from the evil empire army. Giant laser cannons to avoid in space!





**SUPER NES**

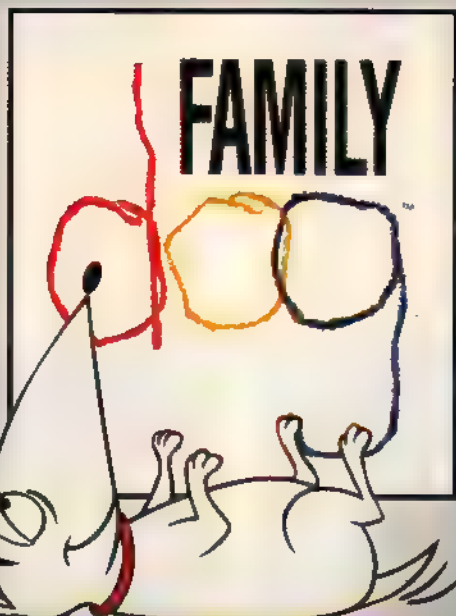
**Family Animations!**  
Just like the cartoon, this game will make you laugh.



## ARF! ARF!

The trend of cartoons being developed for video game systems has become popular in recent years and this latest entry by T.H.Q. joins many hits such as T.M.N.T. and Mickey Mouse.

Family Dog is about - well - a family dog who must put up with the everyday abuse from Billy, the son in the family. Billy hides in the house trying to get the poor dog with his slingshot, popgun, and a vacuum cleaner. As the troubles are placed on the dog, the family sends him to a kennel where vicious German Shepherds are waiting to "pal around" with him.

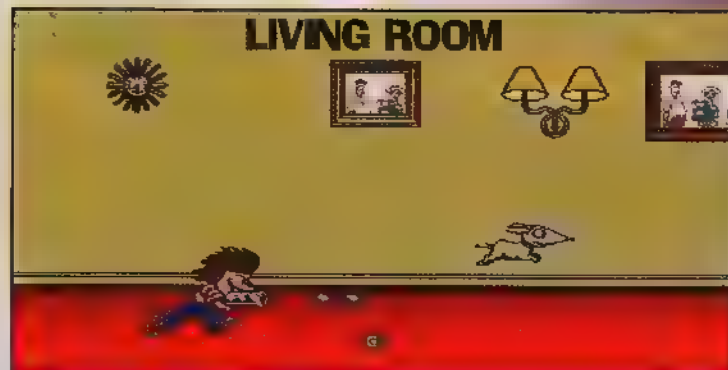


FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>T.H.Q.</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>MARCH</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>8 MEG</b>	<b>N/A</b>	<b>ACTION</b>	<b>90%</b>

## FAMILY PORTRAIT



Run away quickly from Billy in the living room as he tries to put the family dog through more trouble shooting at him with one of his toys. Be sure to jump the blocks.



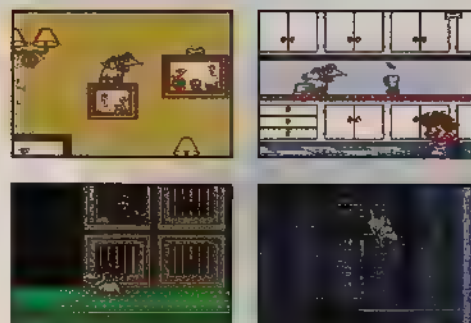
## BONUS LEVELS

In the living room, the dog must fetch the ball Billy throws before it topples his sister's blocks. Other bonus levels require you to get plates in the kitchen and a boomerang in the yard.



## MORE PERILS AWAIT!

Besides having to put up with Billy and the rest of the family, you must also escape from the kennel and flee from forest enemies.



## Fetch the canine icons for help



### Dog Biscuit

Adds 100 points to your score.



### Building Blocks

Gives you bark attack. 5 barks per block.



### Bone

Adds or replenishes the health meter.

## Play Techniques



### Bark

Send sound waves of barks toward enemies.



If the dog sniffs the ground, dig around for hidden items beneath.



Turn on the TV's by jumping on top of them and health bones will pop out.





# ELECTRIFYING

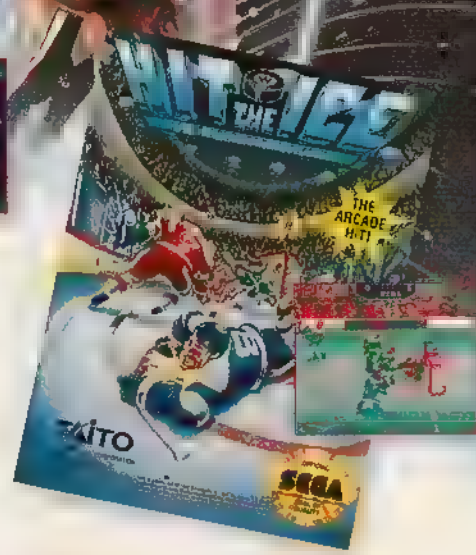
## SUPERCHARGED GAMES



The smash arcade hit has been given a few new dents. Lead-footed criminals will grind your gears, not only on the highway, but the jungles and snow choked mountains as well.



You'll need to unleash your fatal fists on some bad dudes and crazy creatures. *Punch-in* and get to work because this job will take a real super hero!



There's bone crunching action for Sega Genesis too. Unless you want some free dental work you had better stick in the mouthpiece, strap on the pads and **CHECK** it out!



This head bangin' hard checkin' free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and **CHECK** it out!

**TAITO**  
THE ONLY GAME IN TOWN.

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**SUPER NES**

## NOW TO GO UP AGAINST THE PROS!

Hockey is a sport rarely seen on the video game screen, but now Virgin is bringing out the sequel to their hot NES cart, Slapshot!

No fear of boredom in this cart! There are plenty of teams, all equipped with their own advantages, not to mention there are also individual stats for the given rankings. And options- whoa! Are there options! Ranging from taking a friend on in the one-on-one fighting mode to practicing with the shoot-offs, to even adjusting the stats of the referee so that he is nearly blind and cannot see the game! Add in a two-player option and get your skates ready for an intense game of ice hockey! Hooray!

### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>VIRGIN</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>APRIL</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>4 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>90%</b>

# SUPER SLAP SHOT



Should you go into the tournament mode, you will be presented with a flow chart detailing the breakdown.



In this game, you can practice fighting with each individual team so that you don't get a three minute sit-out!



Don't forget to warm up on your tie breaker shoot-offs. Practice long enough and score the winning goal!

## PUT A STICK IN IT!

St. Louis	
LA	
Chicago	
Boston	
New York	
Detroit	
San Jose	
Pittsburgh	

### GREAT GAME PLAY!



A good face-off will provide help at the beginning of the game.

In the Exhibition mode, an announcer will tell you the latest scores!



Should things get out of hand, just use your stick as a block!

Edmonton	
Toronto	
Montreal	
Quebec	
Vancouver	
Winnipeg	
Calgary	
Ottawa	





**SUPER NINTENDO**

# FATAL FURY

LICENSED BY

The battle of the King of Fighters has begun. The King of Fighters is here, and only Takara brings you all the heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against the cruel and vicious enemies to be crowned King of Fighters!

Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three unique styles of fighting. Use fists and feet to defeat all foes but beware, enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transform themselves, hurling energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself, the strongest and meanest foe of all!

The battle is joined on a journey through the mean streets of Southtown. Fight from day turns to night on the beach, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.

Realistic characters, multiple action moves, special skills, all this combined with lightning speed to create the perfect fighting action game. Take on the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?

**TAKARA®**  
Video Game Division

230 Fifth Avenue, Suite 4201-6, New York, NY 10001  
Tel: (212) 689-1212, Fax: (212) 689-0009

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Height  
... 6.64 ft

Weight  
... 297 lb

**HIGGAR**

The retired wrestler is back, and he has all new moves like a spinning pile-driver!

## IT'S NOT QUITE FINAL YET...

One of the most popular fighting games to ever hit the Super NES has just inspired a sequel, and this time around, there should be no mistakes!

The first noticeable change from the original one is that there are now three characters to choose from. Not



Height ... 5.31 ft      Weight ... 116 lb



**MAKI**

The fastest of the group, she goes where she pleases with her speedy attacks!

only that, but Cody and Guy have been replaced by Carlos, a proud warrior, and Maki, a female with plenty of power behind her punch. And if that is a surprise, then wait



Height  
... 6.20 ft

Weight  
... 142 lb



**CARLOS**

Carlos is skilled at many attacks and is also quite handy with his Katana!

until you hear that this version will be a two-player simultaneous game. However, these are not the only improvements. There are also several new levels ranging from downtown streets to big-time city sets. The enemies are plentiful in number and your characters have all new moves. Here is just a sneak peek, but stay tuned to EGM for more info!

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>CAPCOM</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>3rd Qtr. '93</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>N/A</b>	<b>ACTION</b>	<b>60%</b>



New levels and a fresh new look will make this one a hot pick of 1993!



The attention to detail in this game is obvious. Hey! She looks familiar!

## TWO PLAYER SIMULTANEOUS ACTION!



Yes! Not only are there three different characters to choose from, but there is also a two (yes, two) player simultaneous option for added game depth!

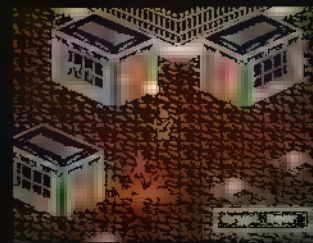
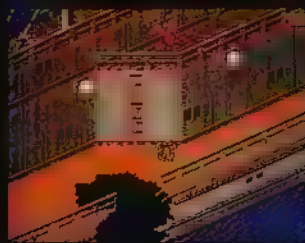
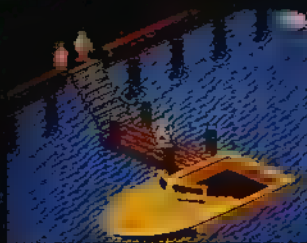




COMING  
SOON

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

Watch your back.... almost straight...  
and never, ever, out a deal with a dragon.



Data East USA, Inc. 1850 Little Orchard St.  
San Jose, CA 95125

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SUPER NES

# StarFox

## MODE 7 NOT ENOUGH?

**SUPER  
FX**

The first game to feature the new Super FX chip is here! The Super NES is now in another dimension - the third dimension to be exact, with this release, StarFox! The FX chip adds real voices, excellent

sound and unbelievable music to your gaming experience! A simulator space fighter game, you assume the character of a fox who is the leader of a quartet of fighters! The object of the game is to stop the evil Emperor Androv and his plans to overthrow the Rairatto System! Your ship is armed with a standard Blaster and Nova Bombs. In addition you can roll your

craft, brake suddenly, and, for a different perspective, change your view; see the action from behind your craft, or get a bird's-eye view from the cockpit! However, you have to look out for your buddies during this trip: if one of them is attacked, you will have to defend him, and he will do the same for you! Fire up your thrusters for StarFox!

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>NINTENDO</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>MARCH</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>13</b>	<b>ACTION</b>	<b>100%</b>

## TAKE CONTROL OF YOUR STARSHIP!

This is one combination of buttons you can use for the game. You can also choose a Practice mode to get a feel for the ship and its various weapons! They are all standard with your craft except for the Nova Bombs of which you have a limited supply, so use them sparingly!



## BE A TOP ACE WITH YOUR STARSHIP!



### ROLL:

Turn your ship on an angle while flying, or do a complete 360 degree turn! Handy for navigation!

### NOVA BOMB:

Causes major damage! Destroy smaller rogue ships and severely damage larger cruisers.

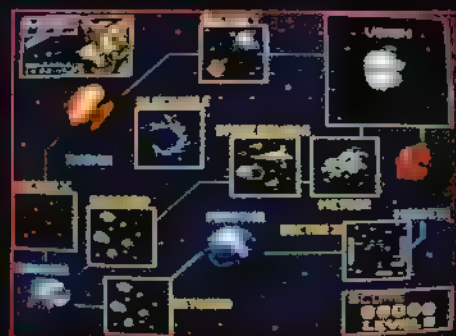
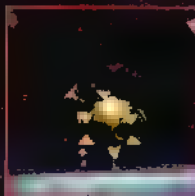
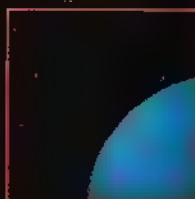


### BOOST:

Gives extra speed! Watch your energy meter - it is depleted when used and recharges over time.

### CHANGE VIEW:

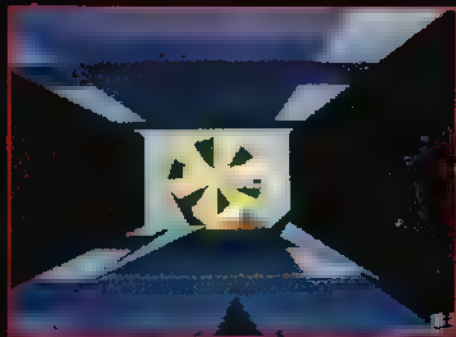
Watch your ship from a rear view, or a bird's-eye one behind the console. The latter gives crosshairs!



**COURSE TRAJECTORY:** Choose which path to take when starting your mission!



Skimming the planet, avoid ground structures - watch the robot!



Soaring inside the enemy ship, skilled flying counts, not fancy shooting!



# Not Recommended For Cowards

From deep within Mordroc's Castle, a foul stench rises up to mix with the cold, damp midnight air. In the deadly caves far below the surface, the evil wizard's pet fire-breathing dragon, Singe, guards the captive Princess Daphne. You, Dirk the Daring, walk steadily toward the castle gate. You feel no fear—but then, fear is for cowards. No other would dare to enter this perilous castle where Mordroc has imprisoned the helpless princess. But for you, there is no other possible course to take. Now is the time for heroes. Now is the time to enter the

## DRAGON'S LAIR™



**SUPER NINTENDO**

DATA EAST USA, INC. 1850 Little Orchard St. San Jose, CA 95125

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**SUPER NES**

## IT'S FAN-TASTIC!

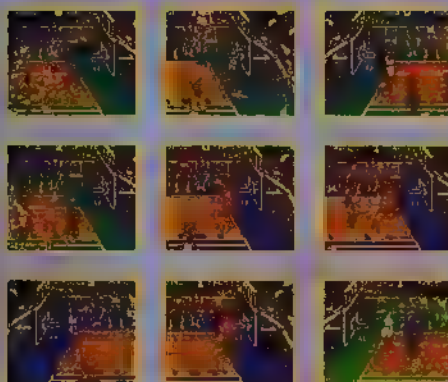
For those who love their basketball games with a little bit of umph, their game has arrived.

Super NBA is as close to the real thing as it gets. You get to choose from an assortment of plays, configure game speed and period length, and to add a little variety, you can even program the win/loss records in the team standings. So even the mediocre teams can have a perfect record! There are cinemas all over the place, options galore, stats for teams and players, and a season schedule - this game is loaded! A very cool game!



Select plays for your team before a game or during a time out. Choose plays that match the strength of your team. During the game, press a direction on the pad and the start button to execute the play.

## DAZZLING DUNKS



## ow, Ow, OW!



Injuries may happen at anytime during the season and will be reported when the scores of all teams playing are displayed. Depending on the severity of the injury, the player will be sidelined for a few weeks.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>TECMO</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>APRIL</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>8 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>90%</b>

# SUPER NBA BASKETBALL



## WHAT FOUL?!



## LEAGUE LEADERS

See who's the best in each category

\*\*\* 3 POINT SHOTS \*\*\*

1. STEVE NASH	2. JIMMY JOHNSON	3. JIMMY JOHNSON
100	100	100
100	100	100
100	100	100
100	100	100

\*\*\* FIELD GOAL % \*\*\*

1. STEVE NASH	2. JIMMY JOHNSON	3. JIMMY JOHNSON
100	100	100
100	100	100
100	100	100
100	100	100

\*\*\* REBOUNDS \*\*\*

1. STEVE NASH	2. JIMMY JOHNSON	3. JIMMY JOHNSON
100	100	100
100	100	100
100	100	100
100	100	100

\*\*\* STEALS \*\*\*

1. STEVE NASH	2. JIMMY JOHNSON	3. JIMMY JOHNSON
100	100	100
100	100	100
100	100	100
100	100	100

\*\*\* TOTAL POINTS \*\*\*

1. STEVE NASH	2. JIMMY JOHNSON	3. JIMMY JOHNSON
100	100	100
100	100	100
100	100	100
100	100	100

\*\*\* BLOCKED SHOTS \*\*\*

1. STEVE NASH	2. JIMMY JOHNSON	3. JIMMY JOHNSON
100	100	100
100	100	100
100	100	100
100	100	100

\*\*\* FREE THROWS \*\*\*

1. STEVE NASH	2. JIMMY JOHNSON	3. JIMMY JOHNSON
100	100	100
100	100	100
100	100	100
100	100	100

\*\*\* STEALS \*\*\*

1. STEVE NASH	2. JIMMY JOHNSON	3. JIMMY JOHNSON
100	100	100
100	100	100
100	100	100
100	100	100

\*\*\* STEALS \*\*\*

1. STEVE NASH	2. JIMMY JOHNSON	3. JIMMY JOHNSON
100	100	100
100	100	100
100	100	100
100	100	100

## GETTING THE WHISTLE



## TEAM STANDINGS

\*\*\* WESTERN CONFERENCE \*\*\*

TEAM	W	L	PCT	GB
MINNESOTA	10	0	1.000	0.0
MINNESOTA	10	0	1.000	0.0
MINNESOTA	10	0	1.000	0.0
MINNESOTA	10	0	1.000	0.0

You can view team standings in each conference anytime during the season. Every bit of information that you see in the sports pages is here such as win/loss records, winning percentages and games behind.



# CONGO'S CAPER™

IT'S AN  
EVOLUTION  
REVOLUTION!



## Joe & Mac's country cousin comes to the Super Nintendo!

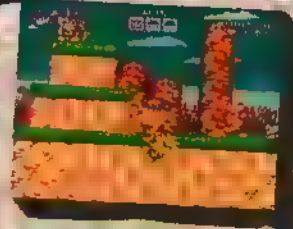
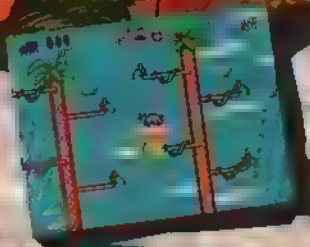
If you were a monkey, just hangin' out in the jungle with your chimp-chick, and a magic ruby fell out of the sky and zapped you both, turning you into half-humans, and a demon-kid swooped down and made off with your girl — what would you do? You'd high-tail it after them and stop at nothing to save her, that's what — 'cause you're Congo, the monkey-turned-superkid, and only you can uphold the law of the jungle! But it's more than a jungle out there — your search for little Congette will take you from ghost towns to pirate ships to ninja castles to the belly of a Tyrannosaurus. This is no time for a banana-break — you'd better get down to monkey business!

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**SUPER NINTENDO.**





**SUPER NES**

## The Dark Knight Has Come Again!

The Bat, Cat, and the Penguin are about to make their awesome entrance to the 16-Bit Nintendo! Based on the movie of the same name, you must guide the Dark Avenger through the streets of Gotham and smite the face of evil (posing as a feline and a flightless, wet bird) once again! Get ready for the

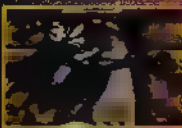


# BATMAN RETURNS

slugfest of the century! The whole cast is here, including The Penguin and his Red Triangle Circus Gang, and the slinky Cat-woman! Awesome moves like grabbing two thugs and smashing them together and whipping them against the walls in the background will bring new meaning to the term "Movie Licensing." The levels range from the streets, to the rooftops, to sewers, to a Batmobile driving sequence said to rival even the Sega CD version! The signal is out, so get a-movin'!

### REGULAR ATTACKS

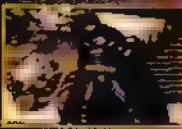
**JUMP KICK**



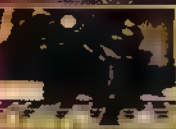
**HIGH KICK**



**PUNCH**



**LEE KICK**



Like all other fighting games, use these for basic damage purposes.

### THROWING ATTACKS



Grab a goon by the lapel and do one of two things, throw them, or slam them into the background.

### SPECIAL ATTACKS

**CHEST DIVE**



**CAPE SPIN**



**BAT HOOK**



**HEAD SLAM**



Time to get fancy and use some special bat-patented skills!

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>KONAMI</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>MAY</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>7</b>	<b>ACTION</b>	<b>95%</b>

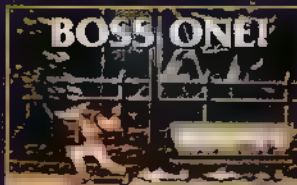
## CINEMAS WILL TELL THE TALE



### STAGE ONE GOTHAM FESTIVAL



### BOSS ONE!



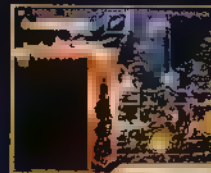
The Penguin's gang is ruining the festival! Beware of the Stungun Clown!

### STAGE TWO GOTHAM STREETS

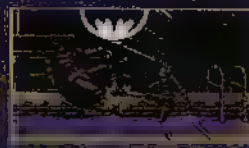


Try to throw the clowns into the street signs and park benches to defeat them.

The streets are the next destination. There are tons o' thugs and much more!



As the game evolves, cinemas digitized straight from the movie will let the story unfold. Here, Batman has just rescued Selina Kyle from the clutches of the clown with the stungun.



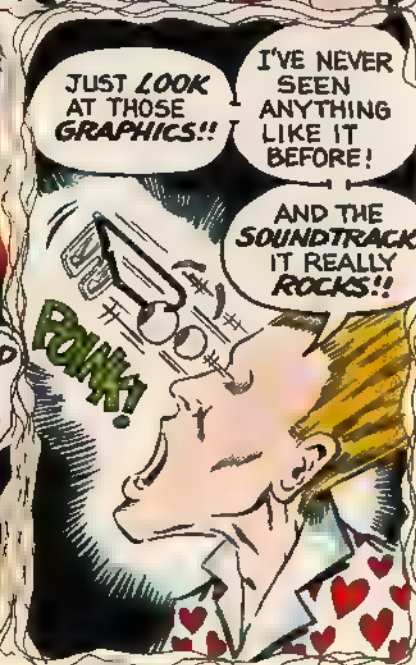
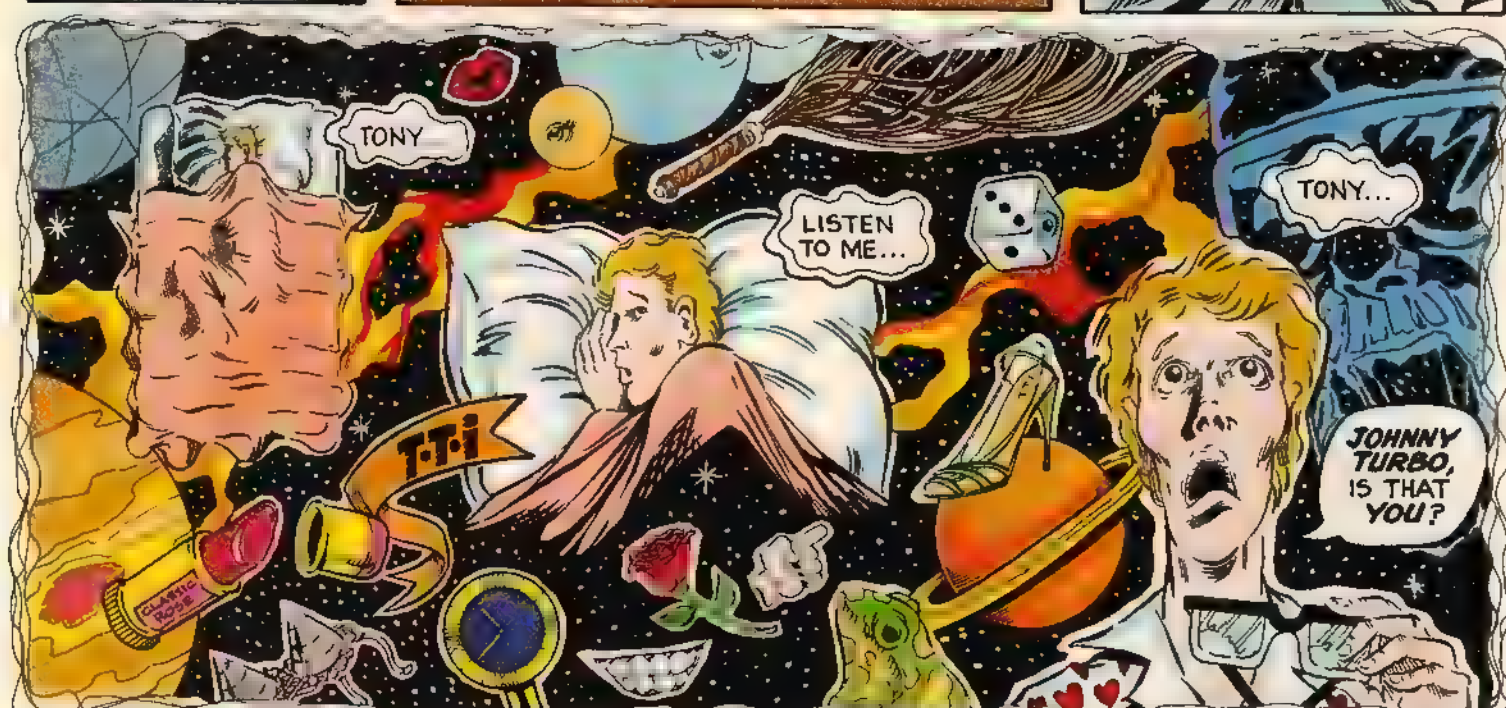
Stay tuned to your favorite Mag for more info on this hot game!



# JOHNNY TURBO





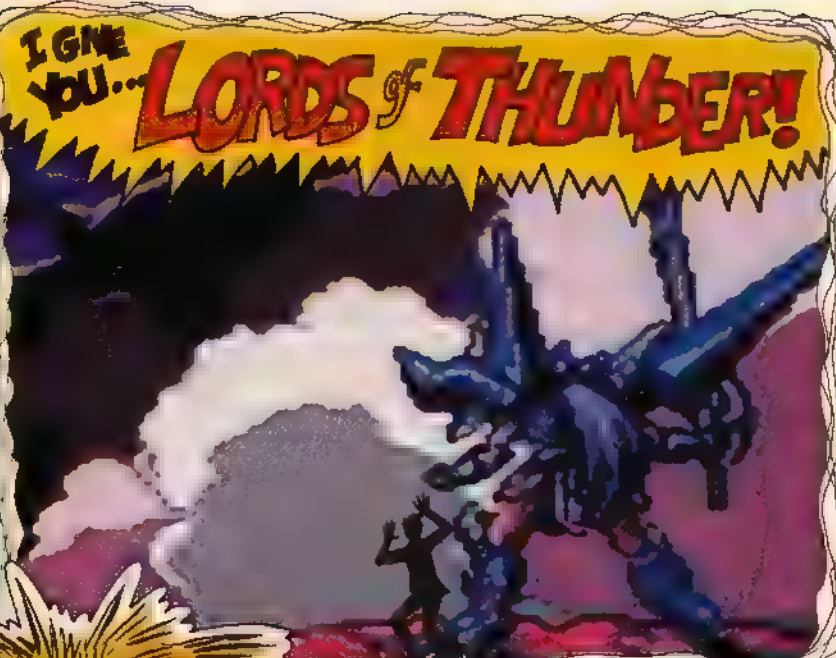






MY CHOSEN ONE,  
YOU HAVEN'T SEEN  
**ANYTHING**  
YET...

GULP!  
YOU MEAN,  
THERE'S  
**MORE?**



I GIVE  
YOU... **LORDS of THUNDER!**



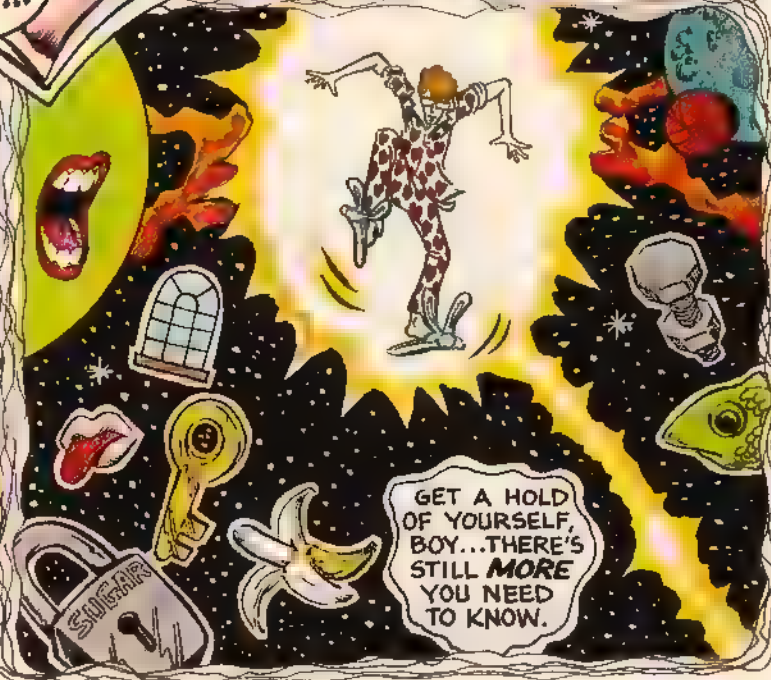
OH...

GOD!!!

MY...

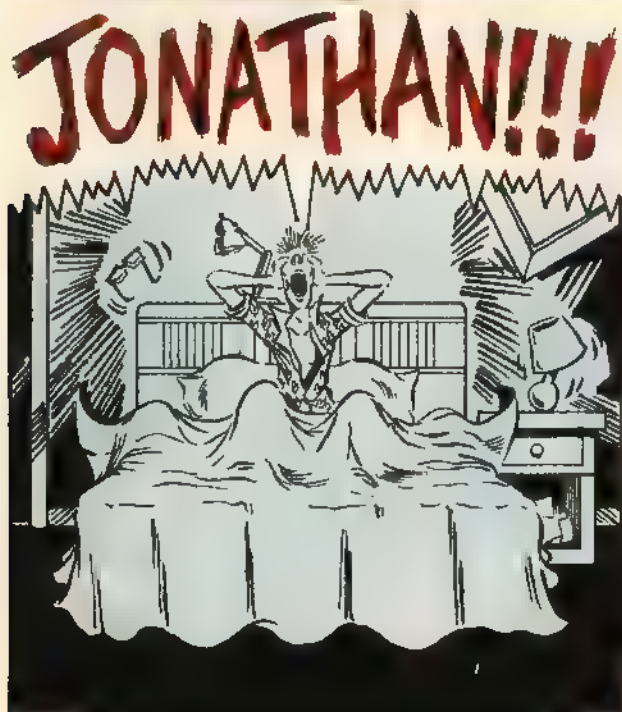
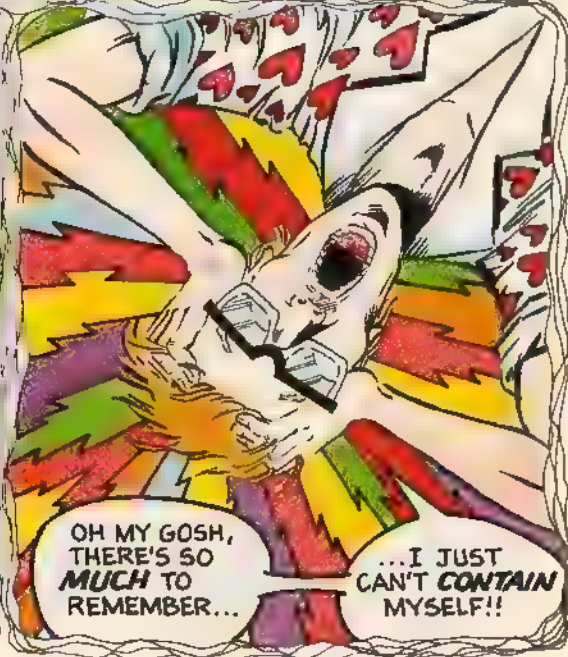
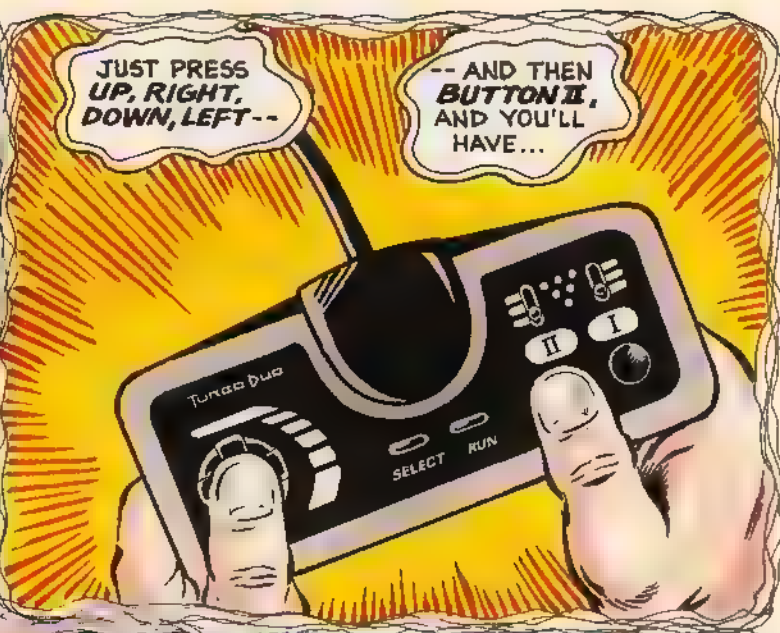
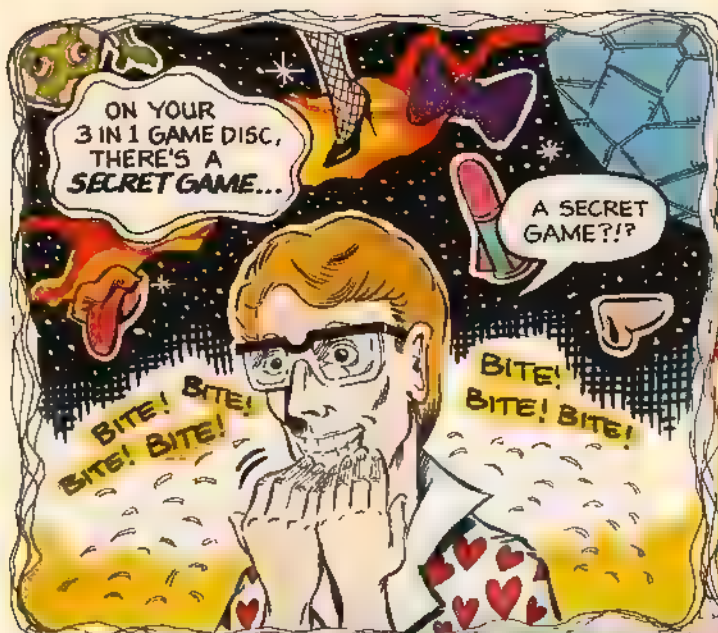


OH MY  
GOSH, THIS  
GAME IS SO  
**INCREDIBLE,**  
I'VE GOT TO TELL  
**JONATHAN!!**



GET A HOLD  
OF YOURSELF,  
BOY...THERE'S  
STILL **MORE**  
YOU NEED  
TO KNOW.









GENESIS

# SPLATTERHOUSE-3



The house beckons you to get inside its doors, and face its danger.



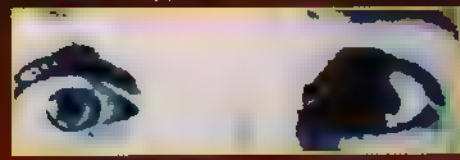
The kitchen can be a lot of fun if you use the appliances creatively.



Power-up to become a totally muscle bound freak. Lets see some brains fly!



The club to really spasm with guts and blood. How tasty!



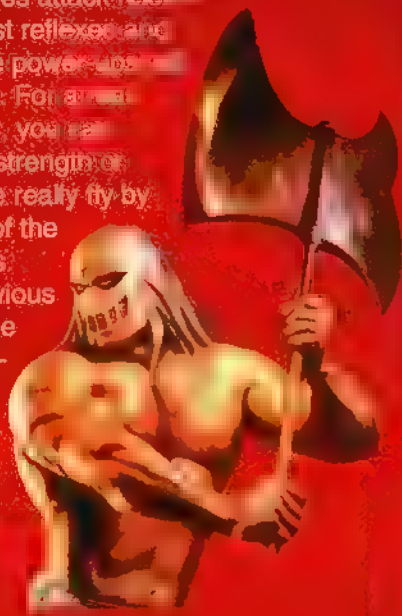
FACT  
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NAMCO	GENESIS	MODERATE	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
16 MEG	6	ACTION	80%

## DO YOU HAVE THE GUTS?

Jack must go up against the ten creatures of Splatterhouse again. It will be a race against time because his true love Jennifer is about to be sacrificed! Hordes of mutated zombies attack relentlessly. Only fast reflexes and use of the power-ups will save your hide. For a real dose of power, you can increase your strength or make the slime really fly by grabbing one of the many weapons.

Like the previous ones, this game features a non-linear quest, like a bulletin board. So grab your axe



**NOW ON GENESIS!**

# JAM IT HOME!

**BLAZER**

SEGA GENESIS FLYING EDGE SEGA

World's most popular basketball game on the Genesis! NBA All-Star Challenge is the only basketball game on the Genesis! It's the only basketball game on the Genesis! It's the only basketball game on the Genesis!

**PLAY WITH THE PROS!**





GENESIS

# COOL SPOT™

## CAFFEINE FREE BUT FULL OF FUN!

That famous star from the 7-Up television commercials comes to life in the 16-Bit world! Guide Cool Spot through many lands in search of the infamous 7-Up spots. Spot's search will take him through the

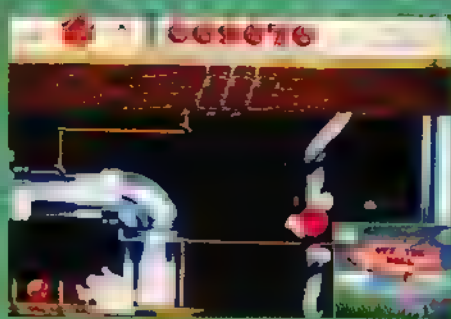
darkest regions of your bathroom walls, a harrowing train ride, a serene beachfront, a construction zone, and many more places!

Spot can do all sorts of things like rope climbing, floating to higher areas, and shooting enemies with soda bubbles. Your main objective is to collect spots to increase your Cool Meter and earn extra lives and bonus points.

So pop open a soda, grab a controller, sit back, and chill with the ultimate cool dude, Cool Spot!



## OFF THE WALL



Journey to where no brave Spot has gone before! In this stage, Spot must brave the dangers of what lurks behind the cob-webbed walls. Beware of angry spiders and huge rat traps!

## LOCOMOTION



It's a high speed adventure down the railway tracks! The spots are harder to reach because the train is moving at such a high speed! Watch out for the steam blasts and the fiery furnace, too.

## RADICAL RAILS



Head into a construction zone where conveyor belts whisk you to new areas and automatic lifts bring you to new heights. There are plenty of power-ups to find and incredible dangers to avoid.

## SHELL SHOCK

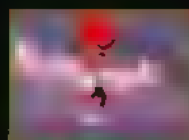


Feel the warm sand squish between your toes as you guide Spot across the beach. There are plenty of carbonated killers on the loose so be careful. Check out sand castles for hidden items.

## CHECK OUT SPOT'S TOO COOL ITEMS AND MANEUVERS!



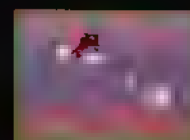
CLIMB



HANG



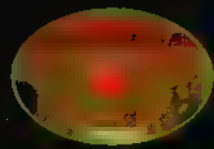
FLOAT



SHOOT

### SPOTS

Collect all the spots you find to increase the number on your Cool Meter!

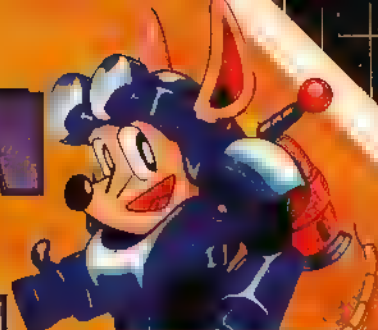


These are just a few of the enemies that will challenge our effervescent hero!

FACT FILE	MANUFACTURER		MACHINE		DIFFICULTY		AVAILABLE	
	SEGA		GENESIS		MODERATE		APRIL	
	CART SIZE		NUMBER OF LEVELS		THEME		% COMPLETE	
	8 MEG		10		ACTION		80%	



# ROCKET KNIGHT ADVENTURES



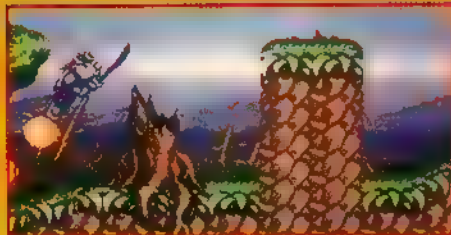
GENESIS



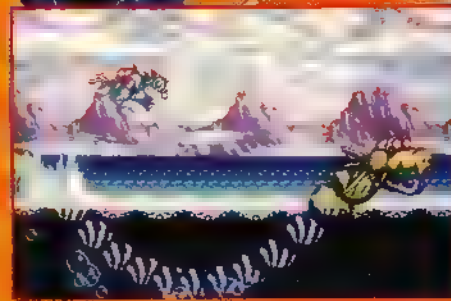
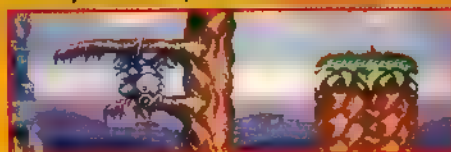
Be prepared, these buggers can strike from anywhere. Stay on guard!



The enemy lurks everywhere, so make sure you know where to locate it.



The opossum's skills are needed to complete this quest. Just look at them!



Huge bosses riddle the game with eager anticipation and gratitude!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	GENESIS	MODERATE	3rd Qtr. '93
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	20%

## TIME TO SEND INTO ORBIT, AN OPOSSUM?

An opossum it is! But this sure ain't no ordinary tail hangin' critter! This one is equipped with a superbly designed, state-of-the-art battlesuit! With this unique advantage, he can soar through the air and attack aerial ships and land to take on the ground forces with enough armaments to send any enemy squealing in terror. Speaking of which, your main enemy in this game is a bunch of orc-like pigs with all sorts of weaponry at their disposal. There are also plenty of bosses and mid-bosses to tackle and practice your skills upon to achieve better responses to the opossums actions. Beautiful detail is a highlight in this cart, and the overall cute atmosphere is quite humorous and will keep one entertained for an exceptionally long time. So stay tuned for more coverage on this soon-to-be sleeper hit by Konami!

**NOW ON GENESIS!**

**FEEL THE HEAT!**

**ROGER CLEMENS MVP BASEBALL**

**PLAY WITH THE PROS!**

**GENESIS** **FLYING EDGE** **SEGA**

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## SWING BATT BATT!

Al Michaels, the famous sportscaster, is featured in this all-new baseball game from Accolade. Complete with digitized voices, you'll hear Al make all the great play-by-play calls in this cart.

Along with the general play of the game, there are options in the game that let you configure almost every aspect of the game from the batting lineup to the team colors. This game can be made to your personal preferences. Don't forget to check out the batting practice mode. You can change this mode to test your skill in a home run derby competition!

### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ACCOLADE	GENESIS	MODERATE	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
16 MEG	N/A	SPORTS	80%

### OPTIONS BEFORE THE GAME

This game is loaded with options that let you customize the game. You can change the batting order or even substitute players and place them in field positions you feel comfortable with. The pitching rotation can be experimented with and you can make a relief pitcher a starter.



BATTING ORDER PITCHING ROTATION FIELDER POSITIONS

## AL MICHAELS ANNOUNCES

# HardBall III

### SELECT THE PLAY OF YOUR CHOICE

Pressing a direction on the control pad, you will be able to access one of the plays available to the pitcher and the batter. Below is the rundown of how to select plays:

#### PITCHER

- ▲ Fastball
- ▶ Screwball
- Sinker
- ◀ Curveball
- ▼ Bunt



#### BATTER

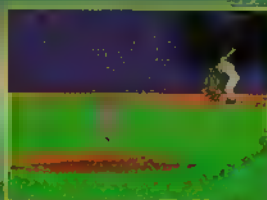
- None
- Power
- Contact
- Bunt
- Strategy

### TAKE A SWING IN BATTING PRACTICE

Before or after a game, you can get some batting practice from either the batter's or pitcher's point of view. You can also select the stadium and the day of the week.

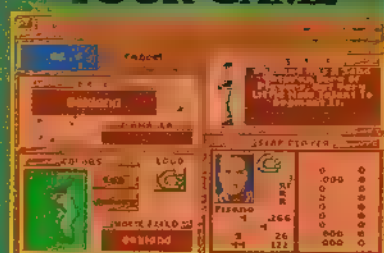


BATTER'S VIEW



PITCHER'S VIEW

### CUSTOMIZE YOUR GAME



#### TEAM EDITOR

Change uniform colors and home field. Acquire star players.

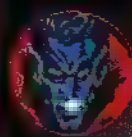


#### LOGO EDITOR

Change team logo colors or create your own logo.



## An All-Star Cast of Your Favorite Characters



### Nightscrawler

Possesses the ability to teleport himself from one location to another.



### Cyclops

Projects a beam of highly concussive force from his eyes.



### Gambit

Charges small objects with a form of energy which then explodes on contact.



### Wolverine

Adamantium claws let him slice through anything. Enhanced healing ability.

# X-MEN

TM

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>SEGA</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>APRIL</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>8</b>	<b>ACTION</b>	<b>80%</b>



Try to use each character's unique fighting style to your advantage.



Pick and choose from four different X-Men and wage war against Magneto!

## Use Your Mutant Powers!



Each of the X-Men has an unusual mutant power which will come in extremely handy in a pinch. Learn to use these powers quickly, and they will help you throughout the game!

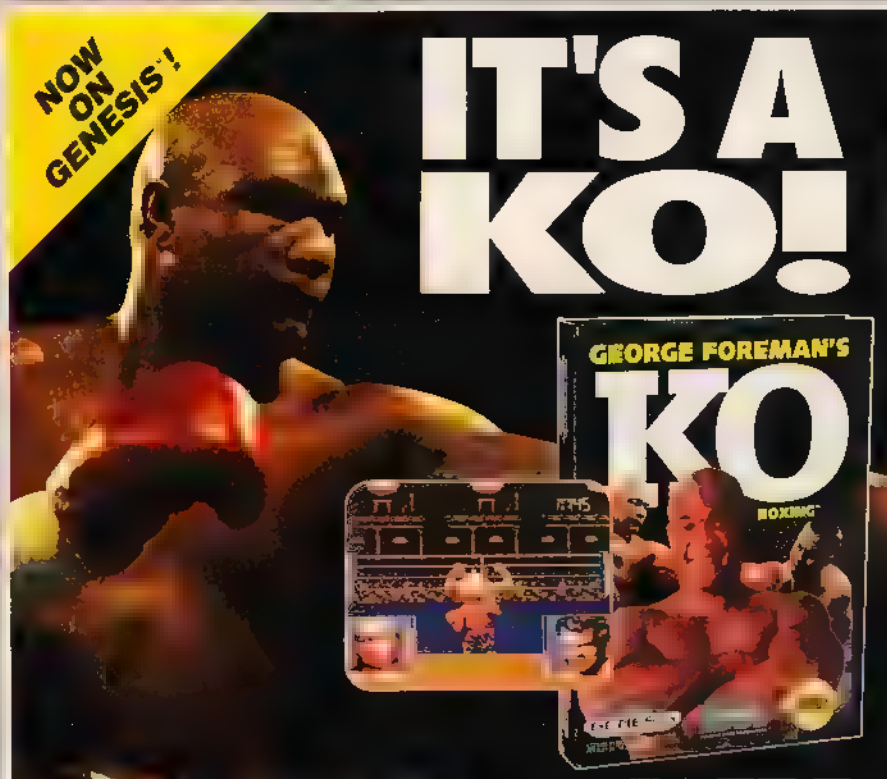
## They're Back!

Your favorite super heroes return for yet another showdown with their old nemesis Magneto. This game looks like the best X-MEN ever!

You get to pick from among four of the mutant wonders including Cyclops, Nightcrawler, Gambit and of course, Wolverine. Each mutant can utilize special powers which will aid in the battle against Magneto.

Great 16-Bit graphics and game play will make this cart a great addition to your Genesis library! Coming soon from Sega!

**NOW  
ON  
GENESIS!**



**SEGA  
GENESIS**  
16 BIT GRAPHICS

**FLYING  
EDGE**  
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**SEGA**

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**PLAY  
WITH  
PROS!**





GENESIS

## NO RULES!

The Majors, the Minors and now, the Mutants! Okay team, this is the deal: For years those television prima donas have been hogging all the glory. But it's our turn to shine, and, thanks to Electronic Arts, we have a golden opportunity with our own "version" of football in *Mutant League Football*! Instead of playing by the rules, we've simplified things and eliminated almost all of them! Our League is tough, too: You can select from 19 teams and can play in 19 stadiums! Not enough for you? Well, if we don't like the call of a play, we can kill the referee and only be penalized five yards! Still not enough? Add some land mines and flaming pits! Now you've got our version of how football should be played! You can play against the computer's team or play head-to-head against a friend (or enemy). Your coach will also "suggest" what plays are best suited to particular situations.



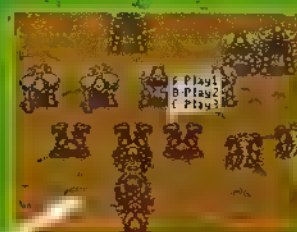
# Mutant League Football

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	75%



### THE SUBPLAYS:

The three subplay screens have arrows that show how the play is executed and who goes where!



### CHOOSE A PLAY:

Whether offense or defense, you can choose a specific play! The first play (above) is divided into 3 subplays (right).



### THE PLAY:

When you get to the line for the play, you can still change your mind by pressing the A button!

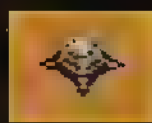
## INSTANT REPLAY!



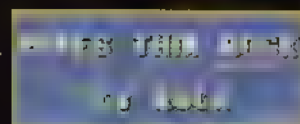
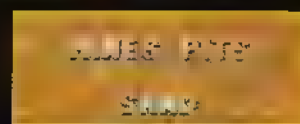
Hey, let's see that again before I have the referee sacked! Press Start after a play and you will be able to see the last play! The A button rewinds the play, B allows you to move forward "frame-by-frame," and C is for fast forward. However, you can only replay the preceding play! If you start another play, it will be lost!

## FIELDS & HAZARDS:

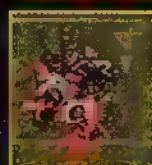
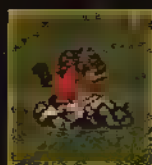
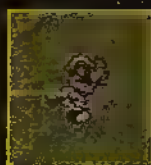
SWINE  
ROCK  
MINE  
PIT



The teams can play on over 19 fields, each having certain characteristics and hazards! Primary obstacles include exploding mines, pits and rocks. Mines will blow up a player, and if he is holding the ball, it could result in a fumble. If a player lands in a pit, the play ends. One helpful hint: Rocks can be easily jumped over!



## SOME OTHER "PLAYS:"



Five yard penalty on TURBO TECHIES for MURDER!

Hey, Ref., bad call! That is all you could do in the Major and Minor Leagues, but in the Mutant League, you can actually get rid of the referee! To execute this play press button A when lining up. Then press button C twice and your team gangs up on the referee! However, you can only use this play once.



# OUTRUN 2019

GENESIS

## THE FUTURE OF RACING

In the 21st Century, road racing has far surpassed present day formula racing technology. Cars in the future can easily move at 200 mph, and that's going slow! With these new cars, drivers now compete in cross-country road races through futuristic cities, ancient ruins, icy roads and more. Get ready for the ride into the next century!



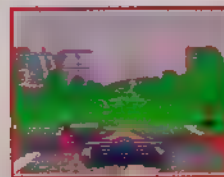
## A Few of the Routes

You'll be faced with many dangerous tracks full of obstacles and other cars with the same goal of winning the race.

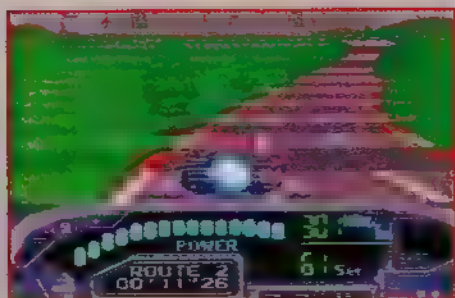
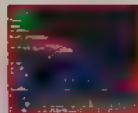
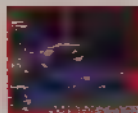


Look for ramps in the road to jump areas that are sure to slow down your car.

Make sure to reach the finish line of each route to get an extended play.



## Some Racing Competition



Kick in the Turbo Boost! Zoom your car through the track and past the other cars.

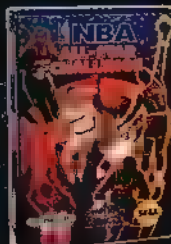


## Watch out for that tree!

There are many objects on and off the road that your car can run into. Bad driving habits will surely slow your progress during the race. Only good driving skills will steer you away from a crash-and-smash situation. The pictures on the left show the terrible consequences of hitting a tree. Ouch!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	25	DRIVING	90%

## SEGA GENESIS FANS PLAY WITH THE PROS!



Join it home with NBA® All-Star Challenge™. Feel the heat with Roger Clemens' MVP Baseball™. It's a KO with George Foreman's KO Boxing™. When you're tired of watching from the sidelines...it's time to Play With The Pros™!



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GENESIS

# ROLLING THUNDER 3

## SECRET AGENT, MAN!

The success of the Rolling Thunder games has prompted Namco to come up with the third installment in their spy vs. spy adventure. Now Albatros and Leila must confront the Geldra terrorists once again.

This game is loaded with new and improved weapons and spy goodies that the famous British secret agent would be proud of. And what would a sequel be without more enemies to blow away? There are literally tons of Geldra

agents waiting for the chance to put you in their devious sights. Look out for these guys because they will stop at nothing to complete their plans for world domination.

With cool graphics and sound, this game has certainly improved over the first two adventures. This is your most dangerous mission and you must use any means to stop these criminals and protect the world from a life of oppression.

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>NAMCO</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>MAY</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>12 MEG</b>	<b>10</b>	<b>ACTION</b>	<b>95%</b>



## LEVEL ONE



Duck in areas where enemies seem to be firing at waist level, then drop them!

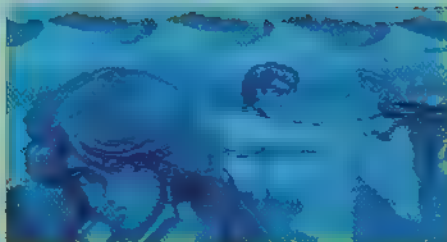


Position yourself carefully, as many enemies will attack from every direction!

## FANTASTIC CINEMAS



As with most video games, you'll see an opening cinema which goes into our agents' past adventures and a mission briefing.



## ANTI-TERRORIST WEAPONS

There is a huge assortment of ultra high-powered weapons at your disposal. Choose one and put the Geldra terrorists at your mercy!



When you get the chance, grab a weapon and blast the oncoming enemies to bits!





**OVER  
\$30,000  
IN PRIZES**

# CALIFORNIA GAMES II

## ULTIMATE CHALLENGE



### Snowboarding



**Grand Prize  
(1 winner)**

**Stereo System  
(\$2000.00 in value)**

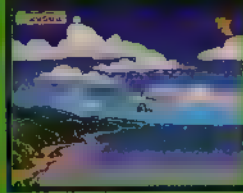
### Bodyboarding



**Grand Prize  
(1 winner)**

**Stereo System  
(\$2000.00 in value)**

### Hang Gliding



**Grand Prize  
(1 winner)**

**Wide Screen Stereo  
Color Project. TV  
(\$3500.00 in value)**

### Skateboarding



**Grand Prize  
(1 winner)**

**Stereo System  
(\$2000.00 in value)**

### Jet Surfing



**Grand Prize  
(1 winner)**

**Wide Screen Stereo  
Color Project. TV  
(\$3500.00 in value)**

**Snowboarding  
Entry  
Deadline  
2/28/93**

**Bodyboarding  
Entry  
Deadline  
3/31/93**

**Hang Gliding  
Entry  
Deadline  
4/30/93**

**Skateboarding  
Entry  
Deadline  
5/31/93**

**Jet Surfing  
Entry  
Deadline  
6/30/93**

### In Each Event:

**2nd Prize (1 winner)**  
**3rd Prize (1 winner)**  
**4th Prize (2 winners)**  
**5th Prize (30 winners)**

**Camcorder, (\$1000.00 each in value)**  
**Video Laser Disc, (\$600.00 each in value)**  
**Compact Disc Player, (\$250.00 each in value)**  
**Boy London Watch, (\$50.00 each in value)**

Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Dude" or "Dudette"? Here's your chance to achieve greatness in five wayout events, plus win some ultra cool prizes to boot. So buy California Games II for your Super Nintendo, start practicing, and match your skills against the world! See scoreboard, above, for entry deadline dates. Watch the scoreboard for future details in PCMag and Game Pro magazines.

### Rules:

- Each event will be played and scored separately. When you think you have a top score to beat, take a photo of your score with you in the picture and send it to DTMC Inc. "Ultimate Challenge", 370 Convention Way, Suite 202, Redwood City, CA 94063.

**Include your name, address and phone number with your entry. Entry must be received by DTMC on or before entry deadline date.**

If your score stands at the end of the event, you'll win the GRAND PRIZE for that event. Of course, you can keep playing and send in another score should you top yourself.

- All other prizes will be awarded based on other top scores for each event. In the event of a tie score, our judges will randomly draw a winner, with the other player(s) dropping to the next level of prizes. The decision of the judges in the selection of the winners is final. Prizes are not transferable. Prizes listed are subject to availability. DTMC Inc. reserves the right to substitute prizes of equal or greater value or cash. Taxes are the responsibility of the winner.

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### GENESIS HARDWARE

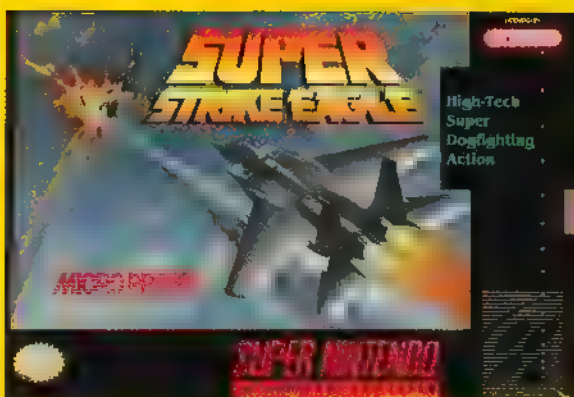
Genesis System	\$119
Genesis Core System	\$99
Genesis CD Player	\$299
Arcade Power Stick	\$34
Ascii Pad	\$24
Champ Joystick	\$24
Control Pad	\$19
Game Genie	\$49
Genesis AC Adaptor	\$9
Genesis Menacer	\$59
Genistick Joystick	\$19
Happ Control Pad 2	\$15
Mega Fire Control Pad	\$22
Power Clutch	\$34
Pro Action Replay	\$69
Turbo Touch 360	\$29

### GENESIS CD ROM

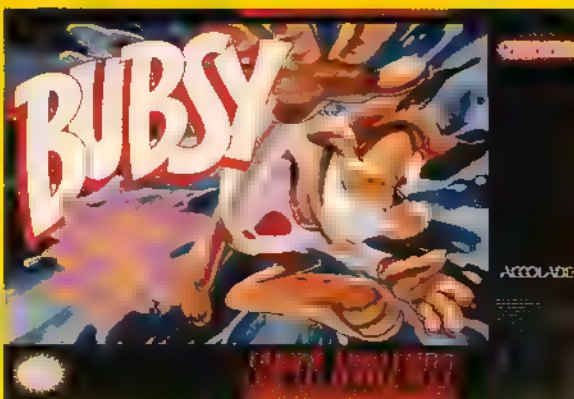
Adventures Willie Beamish	\$54
Batman Returns	\$43
Channel X	\$49
Citizen X	\$43
Cool World	\$49
Dark Wizard	\$49
Dolphin	\$49
Dungeon Master Skull Keep	\$43
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### GENESIS ADVENTURE

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Chuck Rock	\$49
Dark Castle	\$17
Decapattack C D Head	\$19
Dinosaurs for Hire	\$44
Dolphin	\$44
E Viento	\$39
Ernest Evans	\$39
Ex Mutants	\$49
Fatal Rewind	\$27
Flintstones	\$44



'SUPER STRIKE EAGLE' lets you take part in assorted carrier based bombing runs & dogfights. Features breath-taking Mode 7 effects, first person view for complete control in dogfights, and a wide angle aerial view for attacking ground targets. \$56



'BUBSY' battles weird aliens out to steal his yarnball collection in this 16 Meg video game cartoon. Features 16 levels on 5 different worlds, digitized speech, full length tunes with area sensitive music, the ability to fly, pounce, catfight and float. \$54



'MECHWARRIOR' puts you in a virtual world landscape in which you can walk, run, or fly in first person perspective while shooting down your enemies. Choose one of 4 Mechs & arm it with your choice of weapons. Includes save game feature. \$52

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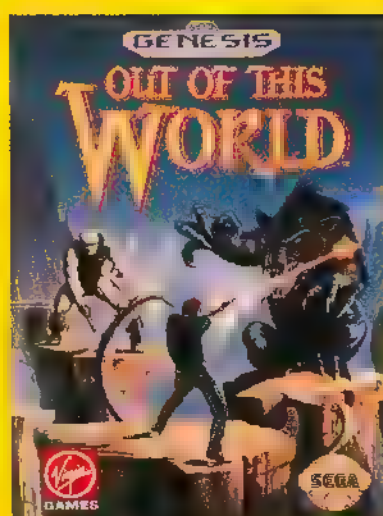
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'FLASHBACK' is a 12 Meg action adventure game in which you discover an alien conspiracy to dominate the Earth. Travel through 7 levels to overcome deadly aliens, replicants, and traps. Use items carefully to survive. Features lifelike animation running at 24 frames/second, and cinematic intermissions. \$54



'ECCO THE DOLPHIN' has lost his family. You must guide him through an undersea adventure to locate them. Use sonar to discover hidden caverns, charge packs of bloodthirsty sharks, and dive deep but don't linger because you need air to breathe. Features 25 giant levels, password save and 8 Megs of excitement. \$44



'OUT OF THIS WORLD' warps you into another time and place where you'll need to dodge, outwit, and overcome a host of deadly aliens, monster guards, & blood-sucking leeches. Features cinematically styled, rotoscoped animation, real time polygonal graphics, & a continual mix of digitized effects & music. \$49

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SEGA CD

## Access Time?

Not when you are dealing with the fastest video game character ever to hit the market. Just when you think the brink has been made by #2, along comes Sonic CD! Now with



500 times more memory than a normal cart, awesome musical scores, and tons of cinemas that are accompanied by real voice! Still in its early version, EGM got the chance to get a sneak peek at this trend-setting CD and it looks hot! Check out below what we have and you will be sweatin'! But just like before, when there is more info, EGM will be there first!

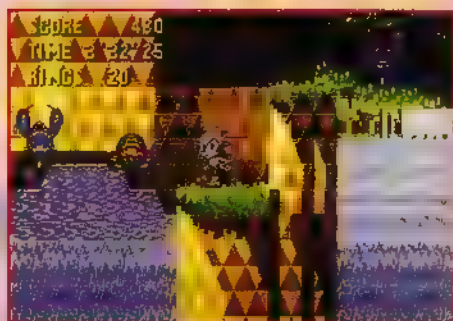
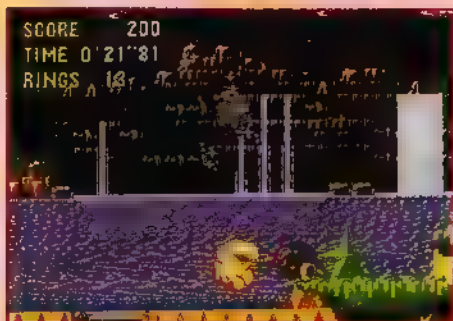
# CD SONIC THE HEDGEHOG

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA CD	MODERATE	2nd Qtr. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	N/A	ACTION	25%

**SUPER  
EGM  
PREVIEW!**

Check out the **HOT** new pix of the first level of Sonic CD!



As always, there will be loads of special stunt areas where you can get rings!

Plenty of crisp background detail with added scenery increase the beauty!

The new levels offer even more to interact with. Bounce your way out!



No matter how you look at it, this CD will be a sure hit!

## Awesome animation done with super Sonic style!

If you like cinema displays, then Sonic has got you covered! Witness these and many others as you watch the intro when Sonic passes through a time warp!





# SILPHEED

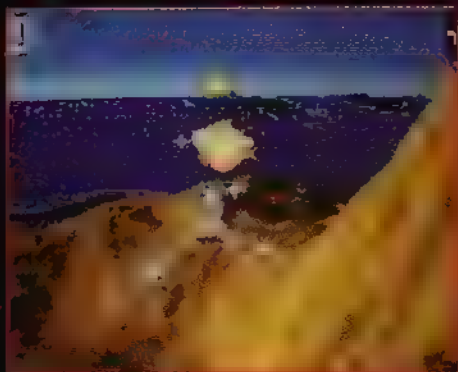
SEGA CD

VR

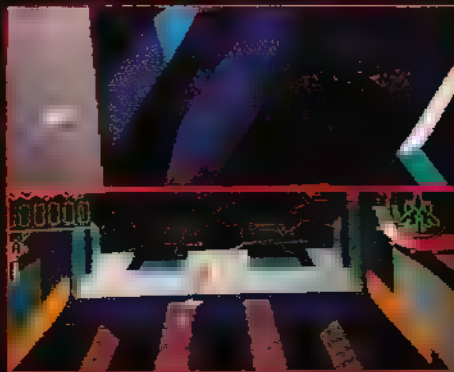
FACT  
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA CD	MODERATE	2nd Qtr. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	N/A	SHOOTER	20%

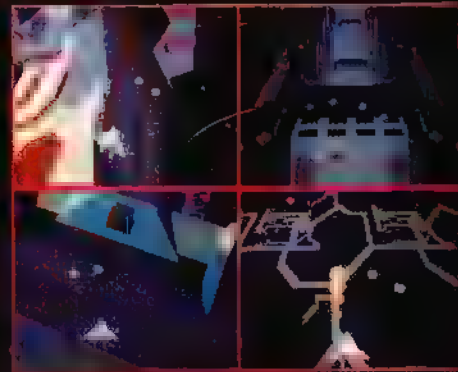
THRILL TO DIFFERENT  
LANDSCAPES!



Speed across rocky mountains and seas, ever watchful for enemies!



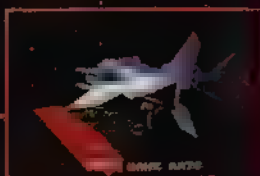
Shifting landscapes are manipulated perfectly with excellent 3-D effects.



These are a few battlegrounds you must survive! A new look to shooters!

## A NEW BREED OF SHOOTERS

Tired of the usual 16-Bit shooters? Then Silpheed, the popular PC game is for you - and it can be yours - if you own a Sega CD! Sega creates a whole new breed of shooters by combining eye-popping 3-D polygon graphics with live action footage to give an entirely new effect to the game. Boasting the highest frame rate of any digitized game ever - 20 frames per second, Silpheed takes video gaming to new heights! It is so good that Nintendo's StarFox looks like a crude 8-Bit NES cart when compared to Silpheed. If you think the visuals are spectacular, the sound is also revolutionary: the special sound effects for Silpheed are presented in surround sound to make it as real as possible. All the explosions, laser blasts and quick thrusts have to be heard to be believed! For Sega CD fans, this will be the shooter to get!



## BALEOG'S BAILED.



**NAME:** Baleog the Fierce™

**HEIGHT:** 6'4"

**WEIGHT:** 230 lbs.

**DISTINGUISHING FEATURE:** A sharp sword that makes sure things are never dull.

**LAST SEEN:** Battling funhouse fantasies in an alien Wacky World.

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ADVERTISEMENT



SEGA CD

# Final Fight

KIDNAPPED

## FACT FILE

MANUFACTURER	FORMAT	GENRE	AVAILABLE
SEGA	SEGA CD	MUG	APRIL
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	5	FIGHTING	50%

### ITEMS:

**FOOD:** Find this tasty item and it will recharge your life meter.



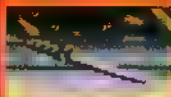
**KNIFE:** Cody can stab repeatedly; the others just throw it!

A heavy piece of steel, the stronger characters can swing this faster!

#### PIPE:



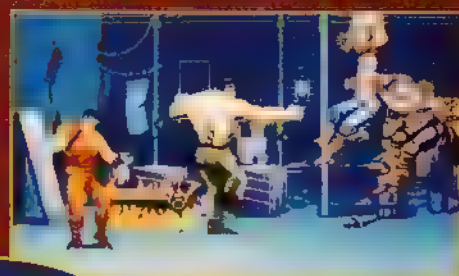
#### SWORD:



Slice and dice enemies with this long, two-handed blade.



**SLUM:** Battle thugs through rundown tenements! The boss Damnd is at the end to summon more thugs!



**SUBWAY:** More ferocious villains await! There is no boss here, but you will get it from all sides!



### GUY:

Height: 5.87 feet  
Weight: 158 lbs.  
Bio: Cody's friend.

Trained in the ways of the ninja, Guy attacks swiftly with great precision! However, he is more vulnerable to hits than the other characters!



### CODY:

Height: 5.97 feet  
Weight: 187 lbs.  
Bio: Jessica's boyfriend.

A street brawler with excellent boxing skills, he strikes a middle ground between the three fighters!



### HAGGAR:

Height: 6.64 feet  
Weight: 297 lbs.  
Bio: Jessica's father and mayor of Metro City.

A former wrestler, Haggard is best when slamming opponents! He is slow, but the toughest of the three!



## FISTS OF FURY!

You've played it in the arcade and at home on your Super NES. Now, Final Fight comes to the Sega CD. Take to the streets to rescue the mayor's daughter Jessica from the evil clutches of Belger, the city's organized crime leader! You can select one of three characters: Guy, Cody, or the mayor himself, Haggard. Each has strengths and weaknesses during combat. You can also do a two-player simultaneous game where two can join forces! Or, if you just want to fight a friend, there is a two-player "versus" model! Featuring excellent stereo sound (courtesy of CD technology), this Final Fight may be the best of all!



# FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA CD	MODERATE	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	7	ACTION	45%

Returns offers some extra goodies that the cart does not. Especially worth mentioning are the radical Batski and Batmobile scenes where the Sega CD really struts its stuff. The graphics in these scenes are *very* exciting!

The bosses are frightening, the backgrounds are gloomy, the atmosphere is tense—it's the perfect Batman adventure! So get a move on, and try out Batman Returns for the Sega CD!

## Fantastic Scaling!



The Sega CD is capable of some truly extraordinary video effects!

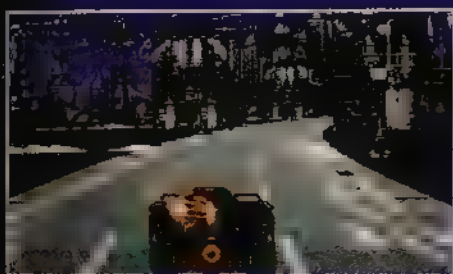
## The Bat-tle Rages On

The Caped Crusader is back in this latest action/ adventure disk for the Sega CD. Aid Batman in his quest to rid Gotham City of the nefarious Penguin!

The Sega CD version of Batman



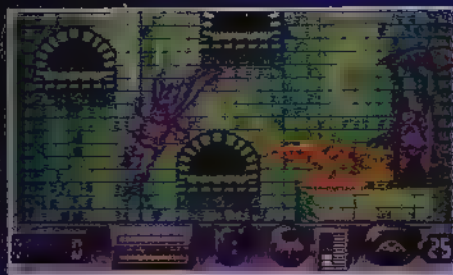
# BATMAN™ RETURNS



Dramatic Batmobile and Batski scenes have been added to the Sega CD version.

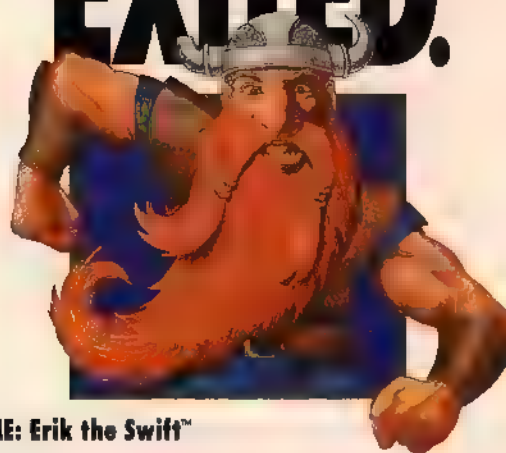


This huge truck is the toughest enemy in the city. Can you survive.



The action scenes are identical to the cartridge version with CD sounds.

## ERIK'S EXITED.



NAME: Erik the Swift™

HEIGHT: 6'1"

WEIGHT: 175 lbs.

DISTINGUISHING FEATURE: Powerful legs that let him race like the Nordic wind. And cool hair.

LAST SEEN: Outrunning the maniacal saw in an outrageous alien factory.

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SEGA CD

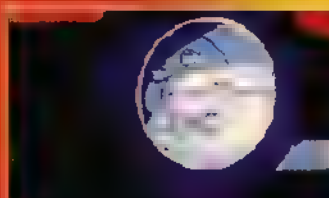


# ROAD AVENGER

**HAZARDS GALORE:**  
You have a gun mounted in the front of your car, but several situations will require something more - like excellent timing and driving skills!



**EXCELLENT CINEMAS:**  
Several cinemas are dispersed throughout the game. Each is full animation and loaded with special effects! Here are just a few.



## TIME THE AVENGER!

Years in the future, the highways, the countries' arteries in terms of transportation, have now become a source of horror.

Ruthless gangs, armed to the teeth, now control the roads; smashing innocent people and anything they can get their hands or tires on!

One particularly nasty group of criminals, aptly called S.C.U.M. (Secret Criminal Underground Movement) is the biggest and strongest of

the road hoodlums! The solution? A group called S.T.O.P. (Special Task Operations Patrol) has been formed to wipe out the S.C.U.M. organization and make the highways safe for ordi-

must be done, and S.T.O.P. is the only way to do it.

Road Avenger is packed with nine adventure-filled levels, which put you behind the wheel of a super-fast interceptor! You are armed only with driving skills and a gun to shoot away nasties! Among the many technical aspects of

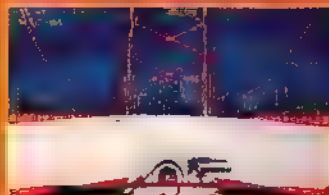
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	RENOVATION	SEGA CD	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	9	ACTION	100%

nary citizens. But S.T.O.P. is greatly outnumbered, as there is more profit in plunder than defending innocents and upholding the law! However, it

the game are 30 plus minutes of full-motion animation, 360-degree scrolling and a full CD soundtrack with digital stereo sound!



**FOLLOW THE ARROWS:**  
Whenever the yellow arrow appears, follow its direction and let the rest of the game unfold! Be ready for anything in the turns!



**AT THE BRIDGE:**  
A nice drive across a pleasant bridge... until they came! These cycle-freaks will swing axes and chains; get them in your sights and blow away!



# FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA CD	MODERATE	APRIL
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	N/A	SPORTS	30%



Great on-the-field play action makes you feel like you're really in the game!



Pick a man and fade back for the bomb! Keep an eye on those defensive linemen!

# Joe Montana's NFL Football



Joe Montana will give you some help as well as inject some color commentary.

## SUPER SPECIAL EFFECTS!

Due to the fact that the Sega CD supports scaling and rotation, Joe Montana's NFL Football is a special effects tour-de-force. Here's an example of some very serious scaling effects that this sports game has to offer. These effects are very fluid and add to the realism.



# Hut, Hut, Hike!

SEGA CD

Talk about your armchair quarterbacks! Hold on to your hats folks, because 1993 will be the year of Joe Montana's NFL Football for the Sega CD!

A sports game like nothing you've ever played before... yeah, that's right! This one is incredible, period.

Multiple views, hundreds of plays and defenses, advanced scaling and rotation effects along with actual sounds and commentaries from Joe himself make this game a real blow-out! Quite simply put, if you own a Sega CD this is a "must have."

Chuck caution to the wind, lock your doors and get ready to play Joe Montana's NFL Football! Joe would be proud!

# OLAF'S OUT-A-HERE.



**NAME:** Olaf the Stout™

**HEIGHT:** 5'7"

**WEIGHT:** 255 lbs.

**DISTINGUISHING FEATURE:** An impressive stomach, and an amazing affection for Swedish meatballs.

**LAST SEEN:** Dodging dinosaurs in lush Prehistoria.

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TURBO DUO

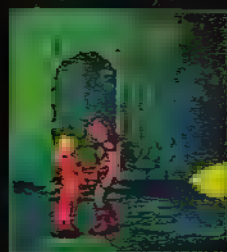
# :BEYOND:

# SHADOWGATE

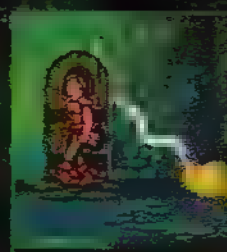
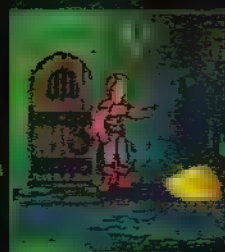
## AFTER THE LIGHT HAD CEASED...

Darkness swarmed the land. Your father, the valiant knight who conquered the Castle Shadowgate, has been slain. The armies of darkness then conquered the realm. Although you have been imprisoned in their dungeons, it is your destiny to free the enslaved people of your father's land. You must gather your courage and the resources necessary to destroy the evil forces of the night forever, or else...

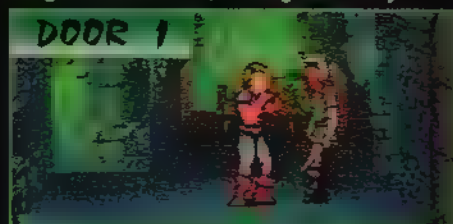
## HORRIFIC DEATH SCENES



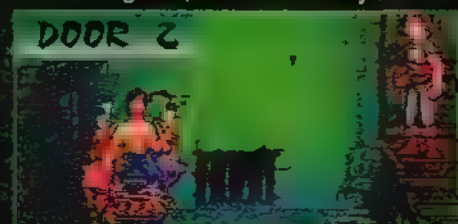
1. Have your sister give you a match.
2. Ignite the match, and light the hay.



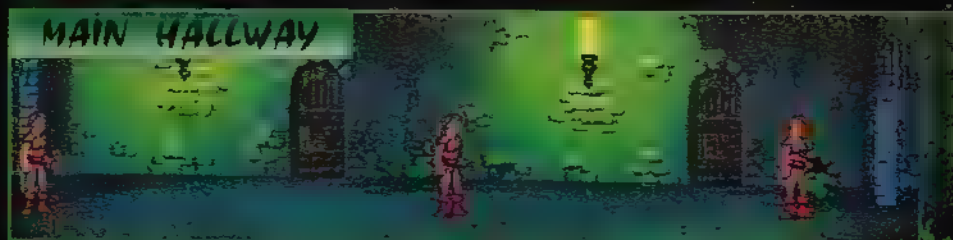
3. Wait for the guard to appear.
4. Kill the guard, and take his keys.



Enter the door on the far left to get your sword. The guard won't need it.

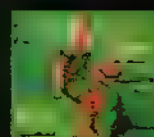


Free the prisoner to get information on how to escape the dungeon confines.

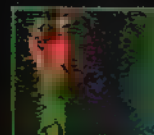
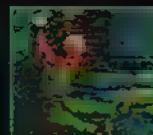


The ghost of your father will consistently help you in your quest to free the land.

This mad man has a hidden secret. Maybe you can persuade him to tell you what he knows.



This guy has been hanging around for much too long. It's too late to save him, though.



Oh, look! A beautiful girl chained to a wall! Is she just a trap to fool the unwary?

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
T.T.I.	TURBO DUO	MODERATE	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	N/A	ADVENTURE	30%



## BOSS ONE



The first boss is a mollusk which can be destroyed by crushing it with a shell.

## BOSS TWO



The key way to eradicate the second boss is by shooting its tentacles.

## BOSS THREE



The key device of Level Three can be destroyed by shooting out its batteries.



If you let go of the button you will store up energy for a huge blast.

## SHOOT TO KILL, FIGHT FOR PEACE

You must make way for the Earth colony ships by clearing out any hostile forces. Your ship is an advanced prototype, and it can hold its own on any battlefield. You will traverse a wide variety of alien worlds in search of the Bad Guys for mankind.

Four kinds of power-ups and three levels of each make the game a challenge. This is also one of a few games that you cannot put thrust as a weapon. The power-ups to the CD's audio power. The levels get harder and harder as the game progresses. The game is a challenge to the best of the best.

# terrorming

TURBO DUO



## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
T.T.I.	TURBO DUO	MODERATE	2nd Qtr. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	8	SHOOTER	90%

# BUT YOU CAN FIND THEM.



PUBLIC NOTICE: THE LOST VIKINGS MUST BE FOUND.

Vikings Erik the Swift™, Olaf the Stout™ and Baleog the Fierce™ have been captured by aliens, and now only you can get them home. Visit your local retailer to find "The Lost Vikings™".  
Hurry. We're counting on you.

*Interplay*

Interplay Productions, Inc.  
17922 Fitch Ave., Irvine, CA 92714  
714-553-6678

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ADVERTISEMENT





# In a sea of Super NES™ controllers,



SLEEK. EFFICIENT. EVEN FEARED.  
ONLY ONE CONTROLLER STRIKES  
WITH THIS KIND OF POWER. ONLY ONE  
CONTROLLER CAN INSPIRE TERROR IN THE HEART OF  
YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE  
TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCII PAD.



INDEPENDENT TURBO CONTROL gives you the most  
powerful bite. Twenty shots per second will break  
your opponents down in no time.

**AUTO TURBO.** It's like a continuous feeding frenzy.  
Hands-free, and fully-automatic, too. And, like Turbo  
Control, you get to pick which buttons to power up





asciiPad  
N E S A D V A N C E D

# only one's a killer.

**SLOW-MOTION** means you'll never rush through a meal. Get the time you need to master the newest and toughest games. After a , they're not getting any easier.

**ADVANCED DESIGN AND A COMPETITIVE PRICE.** When you're hungry to win, reach for the controller with some bite.

**THE ASCII PAD, FOR THE SUPER NES. USE IT OR LOSE IT.**



ASCIIWARE<sup>TM</sup>





**TURBO DUO**

## TOMMY, THE HERO

Guide Tom to the castle where he will fight the mother of all evil!



### SOME USEFUL ITEMS:



**CHESTS:**  
Coins

**1-UP:**

Extra life



**RED ORB:**

Shoot Fire

**KEYS:**

Open doors



## The Main Map...



# LEGEND OF HERO TONMA

**FACT  
FILE**

**MANUFACTURER**

**T.T.I.**

**MACHINE**

**TURBO**

**DIFFICULTY**

**MODERATE**

**AVAILABLE**

**NOW**

**CART SIZE**

**4 MEG**

**NUMBER OF LEVELS**

**7**

**THEME**

**ACTION**

**% COMPLETE**

**100%**

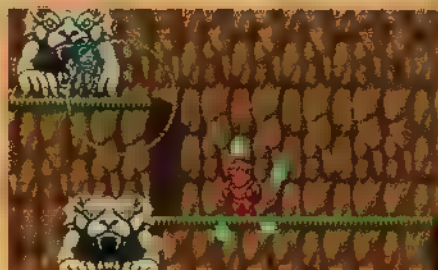
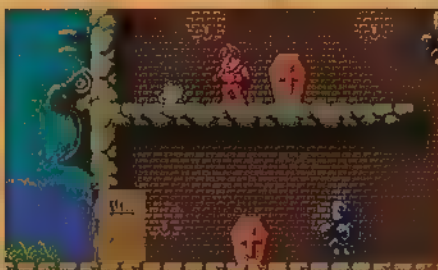
## A TIME FOR HEROES!

The princess has been kidnapped by the evil spirits of the castle and it's up to the hero Tonma to get her back! In this vertical and side-scrolling shooter, Tonma can run, jump and shoot various weapons that he acquires on his journey. But be careful, for he can only take one hit, and if he does, it's back to the start of whatever level he met his demise on! At the end of each level it isn't over just yet; there

is a Boss character that must be destroyed to pass! Obviously, these Bosses get more difficult as the game progresses! Also remember some of the villains you encounter can also be vanquished if you jump on top of them; doing this will also give you a higher jump! There are unlimited continues, so if you die far into the game, you do not have to do everything over again! However, you have three lives per game, which can be increased with 1-Ups. Good luck!

### 1: RUINS

Avoid ghouls and evil sorcerers. Watch for the tongue lashers emerging from the ground! This section scrolls horizontally, so just run and shoot!



### 2: CLIFF

Scrolls vertically and horizontally. Press Button 1 to jump: for this option, go down a ledge, push down on the control pad, and press 1.

### BOSS 1: SKELETON

Big and menacing, but slow on the attack! Jump on the ledges on either side of the screen to avoid his deadly sword and raging fireballs!

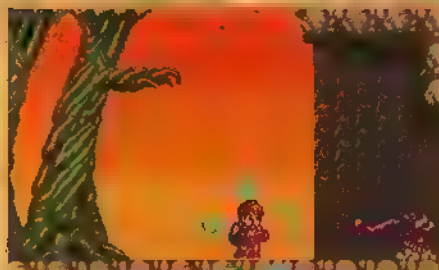
### BOSS 2: DRAGON

When you get to the top of the cliff, a flying dragon will emerge from the tree. Try to stay behind it and shoot for the head! When it stops it will fire at you!



### 3: WOODS

Another side-scroller, this level starts in the woods then moves into a cave. Watch for villains in the trees and tongue lashers on the ground!

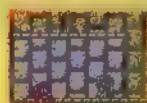


### BOSS 3: KILLER TREE

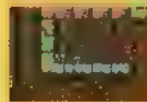
This Boss is all mouth! Keep firing and jumping to hit his mouth. Also watch for the deadly leaves that drop from the branches above you!



## THE OTHER LEVELS AT A GLANCE...



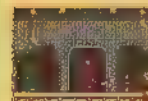
**4. Statue:** Like level 2, there are two bosses at the end and they both throw boulders!



**5. Dungeon:** Several keys to be found here. The boss throws small stones at you!



**6. Castle:** Jump to the top and fight guardians to the left and right. Both shoot fire!





# Mr. Nicklaus is now in charge of Driver's Ed.

He's won more major championships than any golfer in history. And now he wants to take you to school on the Sega® Genesis® Jack Nicklaus' *Power Challenge Golf™* puts you driver-to-driver against the "Golfer of the Century"—one of the biggest hitters of all time—in stroke, skins or tournament play.



Tee it up as a single, play with up to three friends or join a foursome of computerized golfers—even create your own computer opponent. Take your best shot at the Golden Bear on two spectacular Nicklaus designed courses—English Turn and Sherwood Country Club. Haven't finished a round? Save it and play later. Better grab your sticks and hit the driving range. Class is about to begin.

To order, visit your favorite video retailer or call 1-800-245-7744

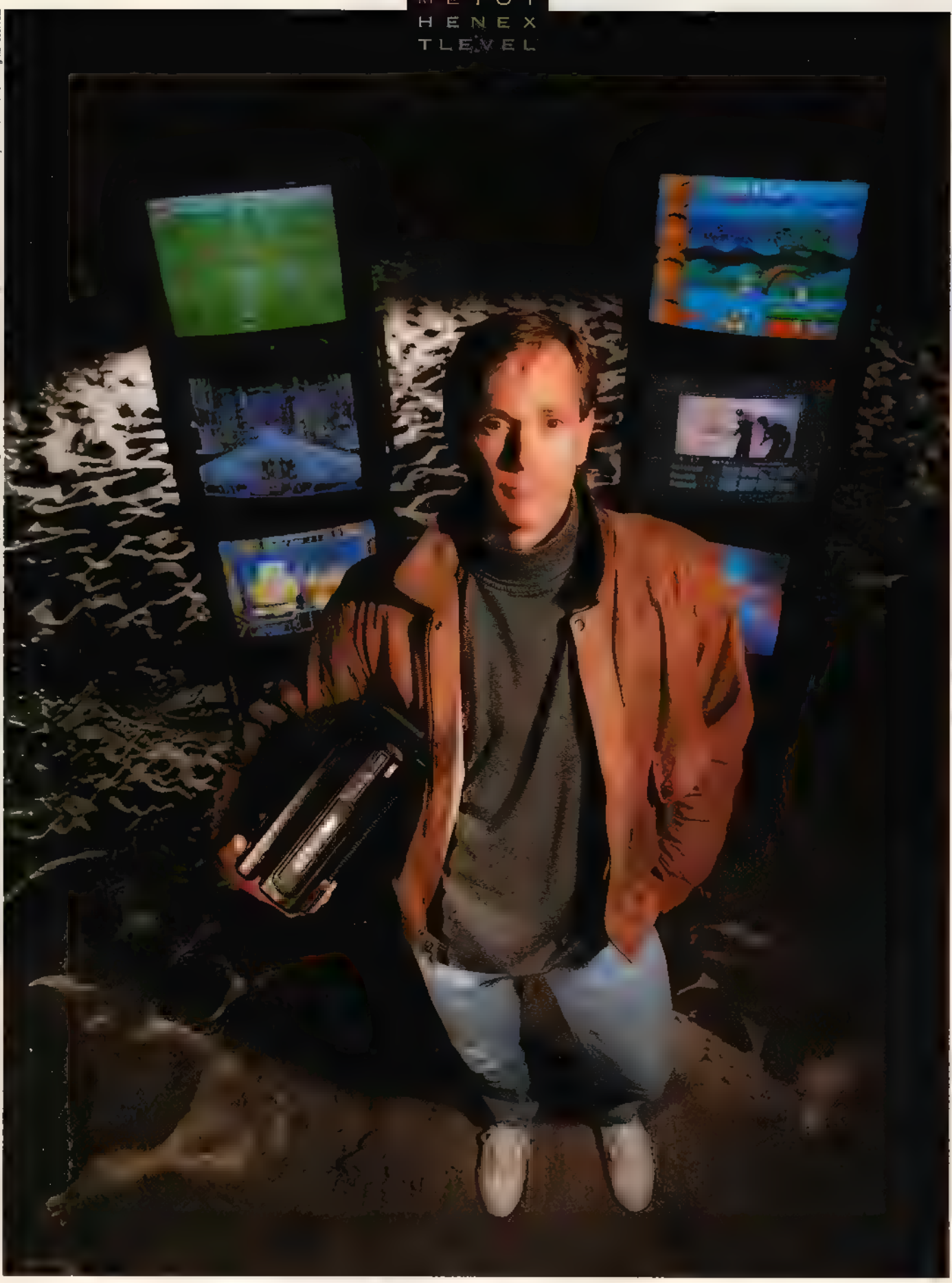
**ACCOLADE**  
GAMES WITH PERSONALITY.





METOT  
HENEX  
TLEVEL

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# **Believe it or not,**

*An interview with  
Scott Bayless, CD developer at Sega.*

## **the brains behind Sega CD™**

### **What are the technical advantages of Sega CD?**

Basically it offers massive storage, which means we can now use real video action. A 16 bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

## **don't wear pocket-**

### **So the games will be more realistic?**

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

## **protectors or glasses**

### **What do you mean "interact"?**

For example, there's a game called "Night Trap,"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

## **held together with tape.**

### **Do you have a personal favorite CD game?**

Yeah, like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing. It's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

## **(Those guys work for our competitors.)**





**NINTENDO**

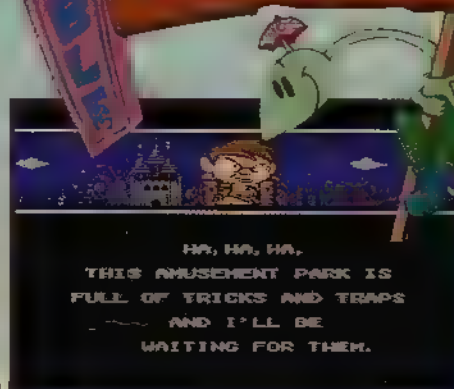
## That's All, Folks!

A new amusement park has opened up in Acme Acres. Buster Bunny and the whole Tiny Toons gang are invited to a special grand opening. Unknown to them, however, the park is a trap set by their archenemy Montana Max!

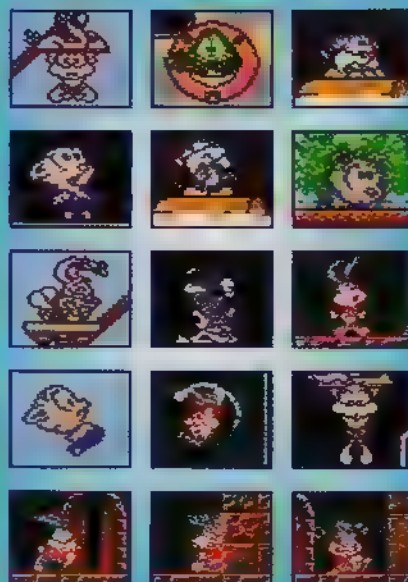
The object of Tiny Toons Adventures 2: Trouble in Wackyland is simple; make it through all of the park's assorted rides and you'll receive enough tickets to enter the castle. Every ride pits a different Tiny Toons character against various enemies on strange and exciting rides.

Konami has done a great job with almost every aspect of this cart. Graphics (including some great character animation), game play and sound are all first rate, especially for an 8-Bit cart! There's even a fair amount of technique involved in some of the levels!

If you've been looking for an impressive addition to your 8-Bit NES, try Tiny Toons Adventures 2: Trouble in Wackyland by Konami. Hop to it!



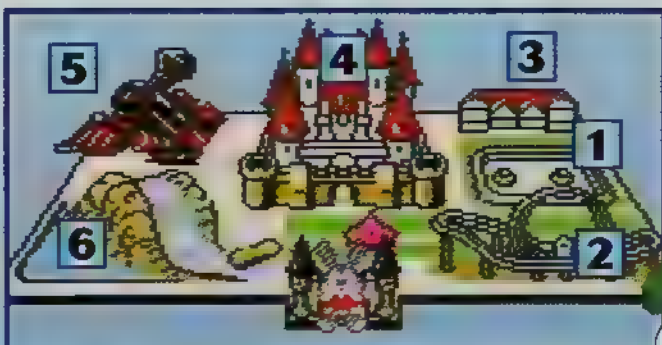
### COOL ANIMATION!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	NES	EASY	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	5	ACTION	95%



# WACKYLAND AMUSEMENT PARK



Check out all of the fun rides at Wackyland! Try to finish each one to get into the castle!



TOO BAD, YOU DON'T HAVE ENOUGH TICKETS.

To get into the castle, you must have either fifty regular or four gold tickets.



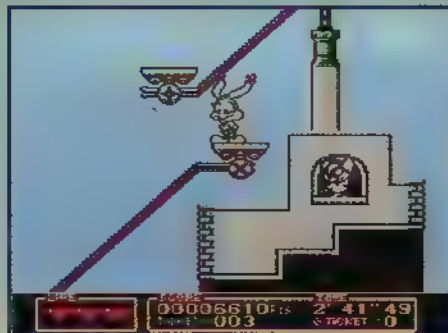
Try to find your way through the maze by using the many doors.

- (1) **THE BUMPER CARS**- Try to knock the bad guys into the holes in the floor. Collect the "Power" icon for additional impact strength.
- (2) **THE ROLLER COASTER**- Use the "B" button to swing Babs underneath the roller coaster in order to dodge the various obstacles. Use the "A" button to jump.
- (3) **THE TICKET BOOTH**- Convert points into tickets for more rides!
- (4) **THE CASTLE**- This is where your secret admirer awaits.
- (5) **THE TRAIN RIDE**- Try to make it to the front of the train while avoiding enemies.
- (6) **THE LOG RIDE**- Keep Furball dry! Watch out for surprise attacks by enemies.

## Brave the Many Rides of Wackyland!



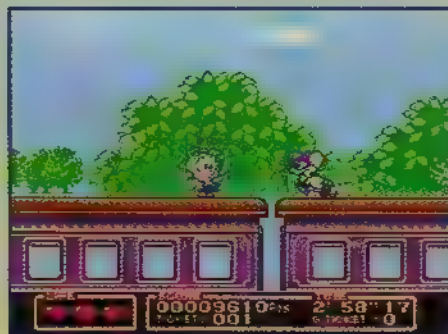
**Bumper Cars**- Use any means necessary to knock the other cars into the hole in the floor. Hold button "A" to charge up your speed. A power meter will tell you how much speed you have. Pick up the "power" icon to increase your strength.



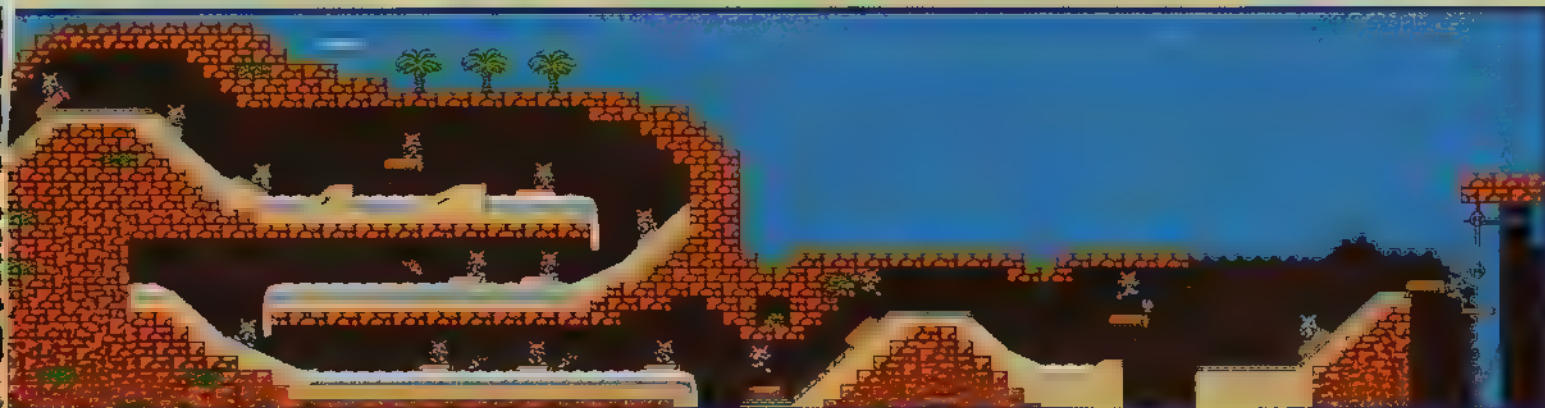
**The Roller Coaster**- Babs must try to get to the end of this strange roller coaster in order to complete the level. Use button "B" to flip her underneath the car. This comes in very handy in tight spots. Also, be alert for the various enemies.



**The Log Ride**- Furball must try to stay on the log throughout the waterlogged caves. After the caves, he must ride a trolley which you control with the joypad. Pay close attention when jumping over obstacles because timing is very crucial!



**The Train Ride**- Hamton must get to the front of the train where he will fight Arnold the Pit Bull. Use button "B" to attack the various enemies like Roderick Rat. Make sure that you duck when going under the low ceilings inside the tunnel. Good Luck!





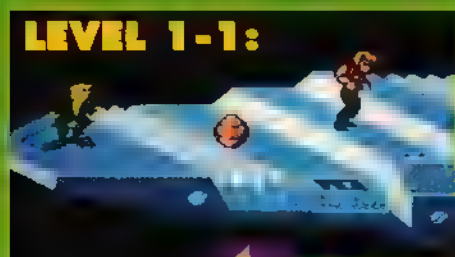
## BATTLE DRAGONS!

NINTENDO

You got your Battletoads in my Double Dragon!

Ridiculous, you've got your Double Dragons in my Battletoads! Regardless, some buddies of the Toads and the Double Dragon duo have been kidnapped! What to do? Go after them and use all the fighting skills they can muster!

This game is a dream come true for fans of Battletoads and Double Dragon! You can play either one or two players, in any combination (one Double Dragon, one Battletoad, two Battletoads, two Double Dragons, etc.) Be careful, though, the rules of Battletoad-dom still apply: in two player mode, you can still beat each other senseless, deliberately or accidentally! As the Toads, you can be Rash, Zitz, or Pimple (he isn't being rescued so this time he is in on the fighting action). On the other hand, the Dragon selection is either Jimmy or Billy. All the moves are the same: the Toads have their trademark Super Boot, Super Punch and Ram-Butt; The Dragons have their Dragon Punch and Elbow Slam! Double up for some intense fighting fun!



### FRIENDS ON THE WING:

The first level is on the wing of a spaceship! You can walk along the wing or crawl on the side! Beware, though: if you crawl, guardians will stomp on your hands and you'll fall off! As always, if you play with a buddy, don't hit each other!

# Battletoads DOUBLE DRAGON THE ULTIMATE TEAM

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	NES	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	8+	ACTION	75%

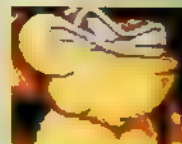
## MOVE TO US: DYNAMITE DUOS



RASH



ZITZ



PIMPLE

### BATTLETOADS:

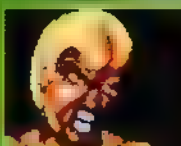
The mean green three are back on the rescue scene! Their moves are the same and you can play Pimple!

### BATTLEMoves: RAM-BUTT HAMMER SMASH

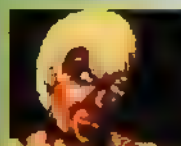
Use the Toads' strange, yet effective, fighting techniques to defeat enemies! Here are some of their powerful moves!



and



BILLY



JIMMY

### DOUBLE DRAGON:

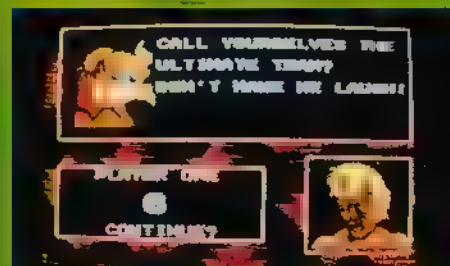
Billy and Jimmy can join the Toads with their special brand of martial arts. See who's better and match one of them against a Battletoad! The fight's afoot!

### DRAGON MOVES: ELBOW DRAGON KICK

Billy and Jimmy bring their special street fighting abilities into play! Combined with the Toads, they're unstoppable!



The wing is equipped with defense mechanisms so give the Toad a hand!

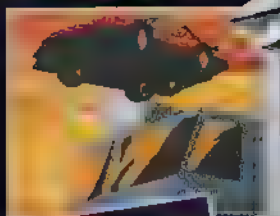


Lose too many lives and you're finished! Next time get some help from a Toad!

# Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!



**RENOVATION**



Road Avenger fills your tank with high octane action! Forget the insurance and speed ahead in your nearest Sega CD rental!

**SEGA**

Renovation Systems, Inc.  
1555 Woodside Ave., Suite 265  
Oakland, CA 94612

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NINTENDO  
MIGHTY

# FINAL FIGHT



Guy is preparing to set off on a great struggle to stop the forces of evil.



The park has a number of dangerous adversaries. Be on guard.



The first boss looks familiar doesn't he? Use jumpkicks to defeat him.

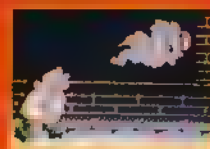


## BIG TROUBLE IN METRO CITY!

The gangs have been getting pretty vicious in Metro City, in fact the largest one has kidnapped the Mayor's daughter, Jessica! Her boyfriend Cody wants her back and he is ready to pound some punks into the pavement! Cody's friend Guy is willing to lend a helping hand to show off his martial arts skills. The Mayor isn't going to just watch this happen though, he is going out to battle, too!

Mighty Final Fight is loaded with action that takes the NES to its limits. It is an all-out battle extravaganza. Each character has their own special move to provide hard-hitting action. While the game is a bit scaled down, it contains all the fun of Final Fight! A NES fan's delight!

## SPECIAL MOVES!



Each fighter has special moves just like in the 16-Bit versions!

## CHARACTER PROFILES

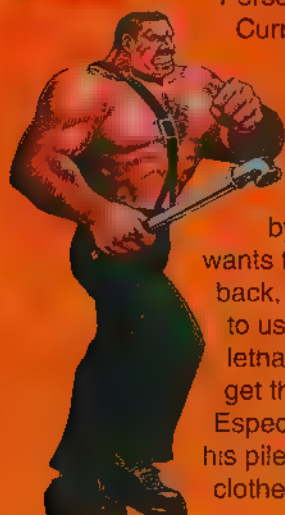
FACT  
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CAPCOM	NES	MODERATE	2nd Qtr. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	5	ACTION	40%



### HAGGAR

Special Move: Clothesline  
Personal History: Current mayor, and ex-wrestler has had his daughter kidnapped by gangs. He wants to get her back, and is willing to use a variety of lethal moves to get the job done. Especially nasty is his piledriver, or his clothesline move.



### GUY

Special Move: Roundhouse Kick

Personal History: Guy descended from an ancient ninja clan. He fights with the intensity of his ancestors. He wants to help his friend Cody battle the street gangs. He fights like an animal when cornered, by using his roundhouse kick!



### CODY

Special Move: Spinning Kick  
Personal History:

A young street punk who is wise in the way of the streets. He fights with a typical brawl style. Cody is looking for his girlfriend who was kidnapped. His special move is a funky spinning kick. He also has an array of punches and other kicks. He will do anything to get his girl back. Cody is an all-around average fighter.



# Have A Brawl!



Doomsday Warrior brings outrageous fighting action to the Super Nintendo Entertainment System. Take on the Doom Squad in a fight to the finish or challenge a friend for a head-to-head all out brawl. Either way, pump up your skills and prepare for battle. Can you discover the 15 secret attack moves? If not, it could spell your doom.

Become one of seven fearless fighters and save Earth!

***Bring a friend and have a brawl!***

**RENOVATION**  
PRODUCTS

Renovation Products, Inc. 4655 Old roadsides Dr., Suite 265 Santa Clara, CA 95054

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GAMEBOY

## KID DRACULA

FOR THE NIGHT IS STILL YOUNG!

Oh those chaps at Konami! Once again they take a name (Dracula) and really make it into an original game filled with fun and surprises!

Enter the absent-minded Kid Drac. His arch enemy is lurking about, and he forgot his crafty spells! The Kid remembers them as he fights through hordes of enemies. Show your fangs for this creepy quest!

## NASTY VAMPIRE SPELLS!

USE FIREBALLS! MAGIC SPELLS!



Kid Dracula has a regular fireball attack and can power-up to use magic!



## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KONAMI	GAMEBOY	MODERATE	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	8	ACTION	100%

## BONUS GAMES!



After each level you'll find bonus rounds where you can win coins or 1-ups!

## MANY GHOULISHLY FUN LEVELS!



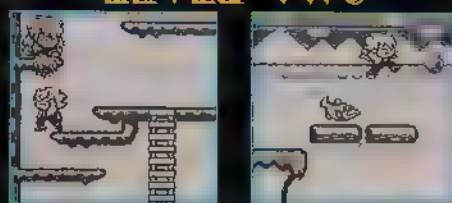
Levels come in many forms! For instance, the one above is from the castle of Kid Dracula! All of them are dangerous, so stay alert and on your guard!

## LEVEL ONE



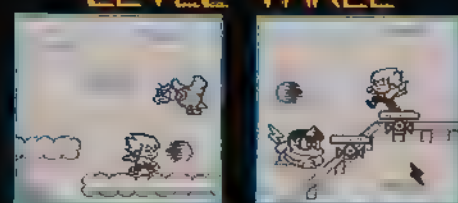
Kid Drac's castle is filled with loads of surprises like the rotating bridges!

## LEVEL TWO



Head up the tree and then through a waterfall to meet with a familiar face!

## LEVEL THREE



This sure ain't cloud 9! After which take a ride on one speedy roller coaster!

## BOSS 1!

A ghost whose family will join in the fight!



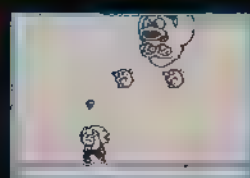
## BOSS 2!

Is he back again? Be wary of his attacks!



## BOSS 3!

This huge bird launches small chicks at you!



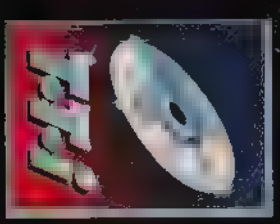
# GATE OF THUNDER

*The winner of E.G.M. Editors' Choice: Gold Award.*



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GAMEBOY

## YOUR Link TO Fun!

The epic Zelda saga continues with The Legend of Zelda: Link's Awakening. This GameBoy follow-up of the popular Nintendo series promises to be the greatest handheld adventure game ever!

Link must converse with villagers, find secret passages and use every weapon at his disposal.

Prepare for great pocket-sized adventure with The Legend of Zelda: Link's Awakening for the GameBoy, coming in June!



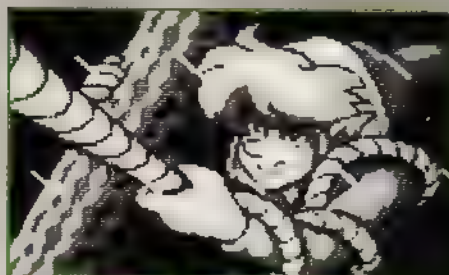
There are many new items to find, Link must collect musical instruments.



Gather valuable information by talking to the (sometimes) friendly villagers.



Uncover tons of secret passages throughout the course of Link's travels.



Link comes to the GameBoy! This time he faces new and more deadly perils!



The hearts in the lower right corner indicate the amount of life Link has.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	GAMEBOY	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	ACTION	80%

# The Legend of Zelda: Link's Awakening

## LINK'S ARSENAL



**BOMB**- Blow holes in walls to get to secret passages and hidden items.



**SHIELD**- Protect yourself against attacks by using this shield.



**SWORD**- Use this on your enemies! Strength of the sword varies.



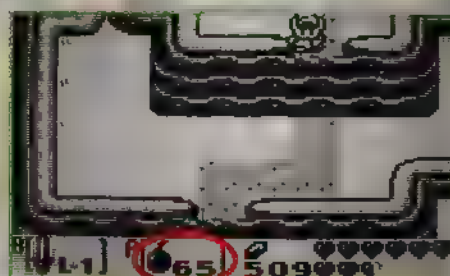
**PEGASUS BOOTS**- These little gems allow you to run at high speeds.



**MAGIC WAND**- Shoot spells to stop opponents; watch your magic meter!



**BOW**- A weapon which launches arrows at villains. This could save your life!



Use your bombs (circled) to blast your way through walls which impede you.



The relative strength of your sword is conveniently displayed right next to it.

# TAKE A HINT



95¢ for the first minute, 75¢ for each additional minute.

Under 18, get parent's permission.

It's simple: **play** better, **score** more, **win** faster.

For quick **in-depth help** on all the games listed below,  
call the Electronic Arts Hint Line. **Easy.**



Try out EA's 900-number and receive a \$5.00 discount on any EA game.  
Just press 7 at the main menu. (Promotion ends March 15, 1993.)

Hints and tips available for the following Sega Genesis, Super NES and PC games:

Black Crypt™  
Bulls versus Blazers and the  
NBA® Playoffs™  
Bulls versus Lakers and the  
NBA® Playoffs™  
Desert Strike™  
Galaxian™  
The Immortal™  
LHX™

The Lost Files of Sherlock Holmes  
Might & Magic®: Gates to Another World  
John Madden Football™ '92 and '93  
NHLPA® Hockey '93  
Rampart™  
Buck Rogers™:  
Countdown to Doomsday

Rings of Power™  
Road Rash™  
Road Rash II™  
Shadow of the Beast  
Shadow of the Beast 2  
Team USA Basketball™  
Lotus Turbo Challenge™  
Starflight™  
Starflight 2™



Hotline requires a Touch-Tone telephone and is only available in the U.S.  
Call length determined by user; average length is four minutes. Messages subject to change without notice.

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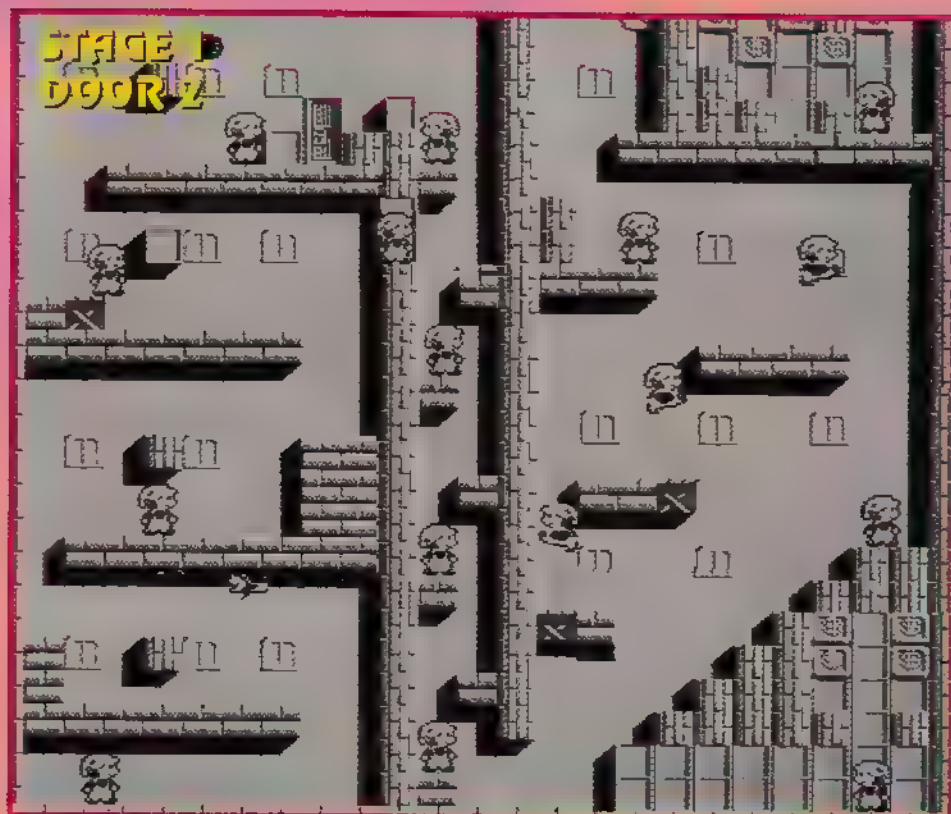
GAMEBOY

## The Quest Continues...

Inspired by the NES title of the same name, Milon's Secret Castle for the GameBoy is a challenging game with enough hidden secrets to keep you busy for hours. The game relies heavily on technique and thinking your way through various puzzles and situations.

In the process of helping Milon rescue the "damsel fair" you will encounter tons of hidden power-ups, passageways, shops and bosses that are tough as well as ferocious.

There are items that Milon can collect along the way such as health enhancements, keys to unlock and



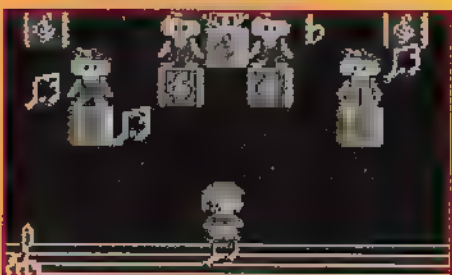
# Milon's Secret Castle

open hidden doors, and money to buy magic items at the friendly neighborhood store.

If you're looking for a great GameBoy cart where discovery is limited only by your sense of adventure, take a peek into Milon's Secret Castle!



To defeat this first boss, get as close to it as possible and start shooting.



In the Bonus Stage, try to collect as many of the musical notes as you can.

## Milon's Helpful Items



**Full Health Power-Up-** This handy item will totally rejuvenate Milon's waning health.



**Bonus Stage Icon-** Grab this to enter the bonus levels. Try your best to increase your points!



**Key-** Use this key to exit each stage. Finding it may prove tricky at first, but don't give up!



**Crystal-** This is the ultimate prize! You will receive one after defeating each boss.



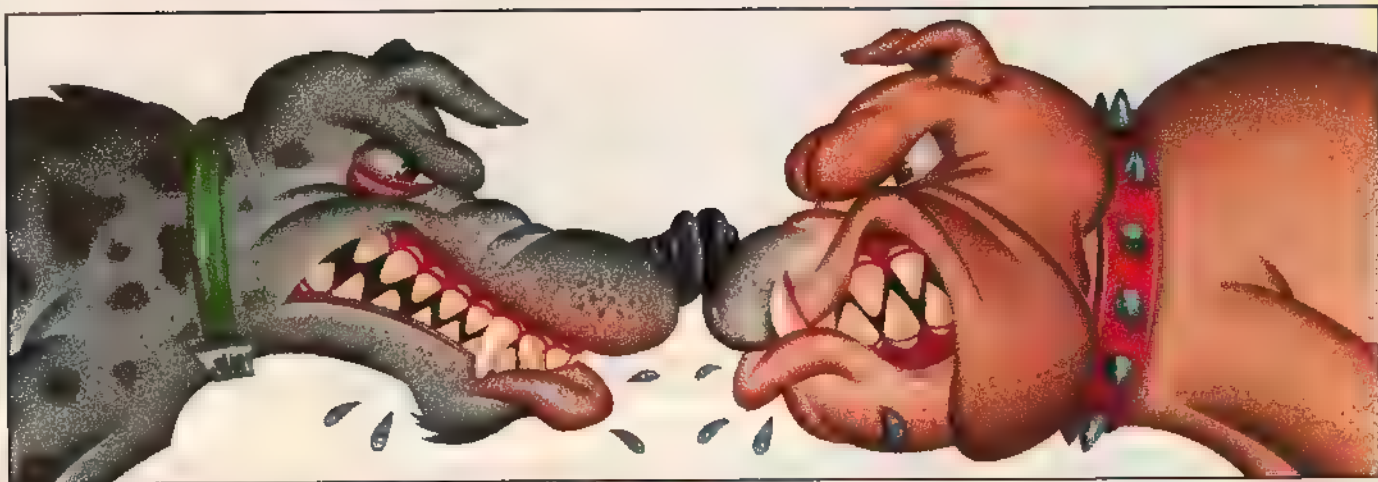
**Money-** Collect these to enable Milon to buy new items. Milon can also purchase health.



**Health Power-Up-** This little heart gives Milon one health point. This item may save his life!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HUDSON	GAMEBOY	MODERATE	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	4	ACTION	100%

# You've Seen Dogfighting.

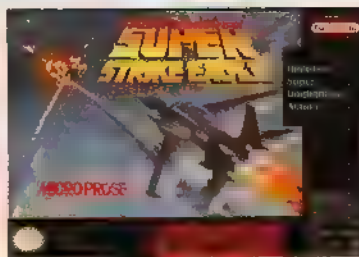


## Now Experience Super Dogfighting!



Beads of sweat crawl into your eye sockets. Chills shoot up your spine. Fingers fumble for control. That's what you can expect when you squeeze into the cockpit of Super Strike Eagle, the most realistic flight simulation ever created for the Super NES™.

Super Strike Eagle will challenge you with outrageous aerial dogfights in 7 explosive war theaters. Each brought to life by vivid graphics and eardrum-popping stereo sound!



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GAME GEAR

## HE'S BACK!

Spider Man is back... but he isn't alone! This time, however, he isn't fighting the Kingpin and his henchmen: Dr. Octopus has taken up the role of the big baddie, and our web-headed friend is the only hope anyone has! Match Spidey against Dr. Octopus, the Vulture, Hobgoblin, Mysterio, Sandman, and Electro! The tough Spidey has a life meter which can be recharged by power-ups hidden in the levels. Also, several of the levels require you to find items essential to pass them, such as keys and dynamite to open doors! You have no time limit, but you have a limited number of continues to complete the game! Swing into action with this web-slinger!

# SPIDER-MAN

## RETURN OF THE SINISTER SIX

### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
FLYING EDGE	GAME GEAR	MODERATE	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	12	ACTION	100%

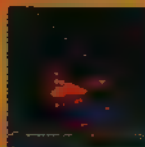
### LEVEL 1: ELECTRO

This level takes place in the city, then in a power plant! Electro is the Boss here. Turn off his power switch and he will attack you!



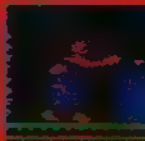
### WEB SWING:

Press Buttons 1 and 2 at the same time when you're next to an object!



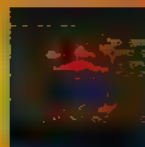
### PUNCH:

Hit Button 2 while crouched or standing, and use this to shoot webs!



### WALL CLIMB:

Get next to a wall, then push UP on the control pad to climb!



### JUMP:

Press Button 1, or, to do a super jump, press Right or Left, then 1!



## SPIDER-MOVES!

Here are some of the moves Spider-Man can do in the game! Use the button directions below to complete his quest!

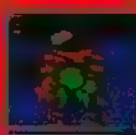
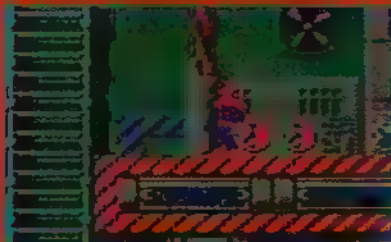
### LEVEL 2: SANDMAN

Sandman appears and disappears anywhere he wants on the screen! But you can easily beat him if you stay in the same place and hit him when he first transforms, and then duck!

### LEVEL 3: MYSTERIO

Here you will need the Red Glasses which can be found somewhere in this level; without them, you will not be able to see through one of the sections! Mysterio is your opponent here, and he will attack by vanishing and re-appearing and punching you! He is predictable

like the Sandman, in that if you stand still, he will come to you! Wait for him to appear, hit him, then get away. In this manner, he will be less likely to hit you!



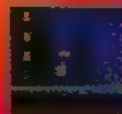
### OTHER ITEMS:

Here are some other important items to be found in the levels!



**KEY:** Found in Level 1: you need this to open the last door in the level to get to Electro!

**POWER-UP:** Will give Spidey web-shooting ability or more energy to continue climbing!







GAME GEAR



# ARCH RIVALS

## HIT THE COURT!

Game Gear strikes back with its latest basketball game, Arch Rivals! See if you can beat the computer as you play against (or as) several teams. They include: Natural High, Brawl State, Los Angeles, or Chicago! Each team has two players, and you have different moves depending on whether you are playing offense or defense! Unique cinemas are also provided at the half as well as when either side scores! You have four periods to play the game, each is four minutes long! After the end of each period, a sportscaster appears to give the score and a capsule of the game. After halftime, don't forget to shoot at the other basket!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FLYING EDGE	GAME GEAR	MODERATE	NOW
FACT FILE	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	N/A	SPORTS	100%



**SLAM DUNK:**  
Get close to the basket, press 2!



**DRIBBLE:**  
Move with the basketball.



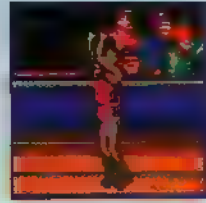
**BLOCK:**  
On defense, press button 1.



**PASS:**  
Press button 1 to give to teammate!



**LONG SHOT:**  
Press 2 when you have the ball!



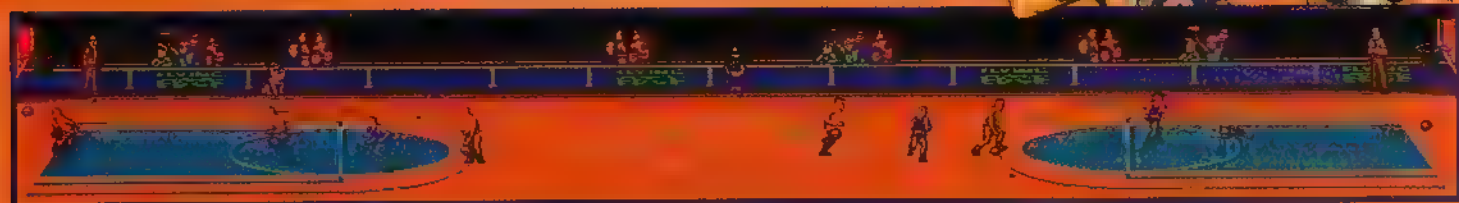
**BLOCK JUMP:**  
On defense, press button 2.

### YOUR MOVES: OFFENSE & DEFENSE!

Depending on whether you are on offense or defense, you have several movements to enable you to master the court! In addition to moving around the court, you can pass, slam dunk, or, if you feel lucky, take a very long shot: the full length of the court! You might just get the basket! Good luck!

### PICK YOUR TEAMS!

There are four teams and six matches. Each team has two players. All are equally matched - it's the players' skill that counts!

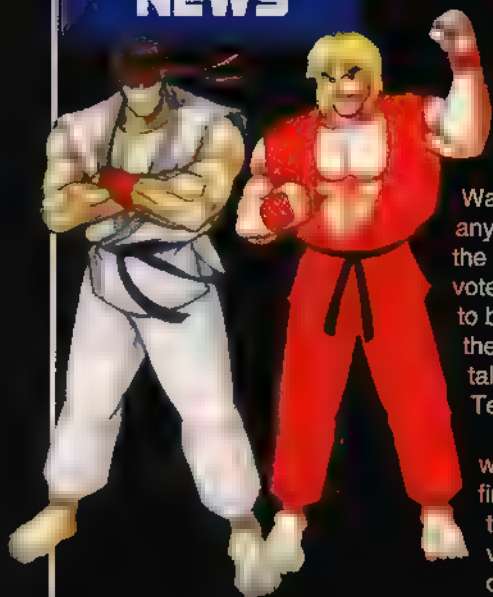




# EGM LIFESTYLES

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## NEWS



### SF2 Is Tops With EGM Readers

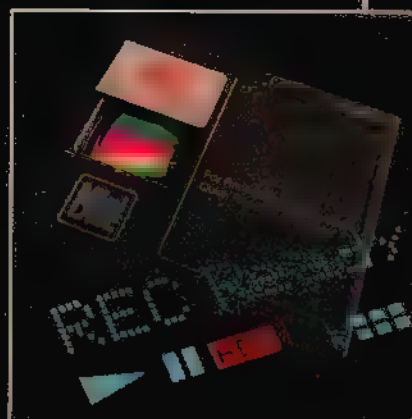
Ho, hum, another victory for the World Warriors. But this isn't just any title. Street Fighter 2 for the Super Nintendo was voted by you - the readers - to be the hottest game in the land, according to votes tallied from the EGM Top Ten Hotline.

If you agree or disagree with your fellow readers, find the ad elsewhere in this issue and cast your vote for best game by calling 1-900-740-7722.

### Sony Debuts MiniDisc

In an effort to be the company that replaces the cassette as the recording format of choice in the future, Sony Corp. recently unveiled the first MiniDisc players.

Although the MiniDisc is only about 2.75" in size, it provides up to 74 minutes of music (the same capacity as a CD). And because the data is read at a rate that's five times faster than is needed for playback, the data continues to flow from a built-in memory if the laser



With Sony's new MiniDisc you can now record digital signals.

pickup loses its position due to shock or vibration.

Expect cassettes to go the way of the 8-track and LPs.

## Tooning Into Disneyland's Latest Attraction

Mickey's Toontown, home to Mickey Mouse and his animated friends, since the 1930's, opened its doors to non-Toons on January 26.

According to Disneyland legend, Mickey's Toontown has always existed as an exclusive hideaway for Disney stars. Walt Disney was one of the few non-Toons to have ever set foot inside Toontown. But officials recently decided to open the place up to non-toon guests.

"The original idea for

Mickey's Toontown was for our guests to meet Mickey, in his home and in his neighborhood," said Walt Disney Imagineering Show Producer Dave Burkhart.

"We didn't want to make it just a set, but a living, breathing, three-dimensional cartoon environment. Everything is exaggerated in Toontown to convey cartoonish elements. For example, there are no straight lines or conventional architecture here."

Once inside Toontown, guests are able to interact with everything from talking manholes and rubber fire hydrants to dancing dishes and spinning flowers. Mickey Mouse

fans can wander into Mickey's red shingled cartoon house, stroll in his backyard, and even tour his movie barn; which is filled to the rafters with props from his greatest cartoons. Guests can usually find Mickey on the set of one of his

favorite cartoons including Steamboat Willie and The Sorcerer's Apprentice.

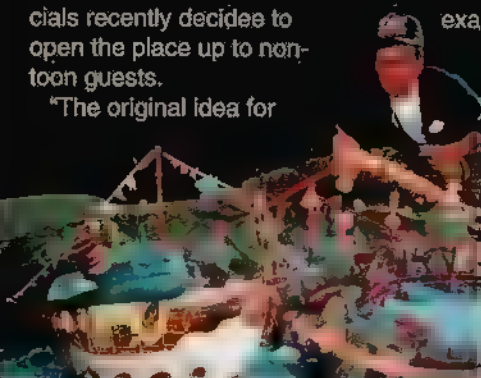
Across the street is Goofy's Bounce House. (By the way, has anyone figured out yet if Mickey is a Mouse, and Pluto is a dog, then what's Goofy?) The inflatable abode lets guests actually bounce off the walls, floors, furniture, and even the fireplace.



From the crooked architecture to the day to day loony happenings of a place inhabited by Toons, Disneyland's Toontown is a place worth visiting.

For you pyromaniacs out there, the Fireworks Factory is a notable landmark in Toontown. Its top floor seems to have been blown up already, but what's that dentonator button for?

And if a careless Toon hasn't dropped a safe on your head by now, check out Chip 'n Dale's home nestled high in the branches of an acorn tree.



Imagineer Jon Foster puts the finishing touch on a model depicting Gadget's Go-Coaster and Donald Duck's wacky boat, the Miss Daisy.

## MOVIES

### Mario's Making Movies

Remember Mario before he was world famous?

In the good old days, Mario and his brother Luigi were merrily content with their humble jobs as construction workers.

But then that big ape came along and changed everything. After the arcade game Donkey Kong, Mario's life was never the same.

After an unprecedented string of success as the star of a continuing series of



Do you think it takes this Goomba, who appears in the upcoming movie, a long time to eat?

ultra-popular home and arcade games, Mario is now making the jump to the Silver Screen.

Inspired by Nintendo's popular video game character, Super Mario Bros. stars Bob Hoskins and John Leguizamo as the world's best-loved plumbers.

The always interesting Dennis Hopper appears in the movie, along with Fisher Stevens, Samantha Manthis, Fiona Shaw, Richard Edson, Dana Kaminski and Mojo Nixon.

Super Mario Bros. is slated for a summer, 1993 debut.



So you think Mario had it tough in the video game world? Wait 'til you see him in the cinematic world.

## COMICS

### Sonic's Comic

We've seen comic book heroes make the jump to video games, but now Sega's own Sonic the Hedgehog will buck that trend by starring in his own comic series set to debut in late April from Archie Comic Publications.



## TELEVISION

After a rocky start, X-Men, the animated series, finally returned to its Saturday morning spot on the Fox network in mid-January. Despite major delays, the show has posted some impressive ratings numbers in its first few episodes.

Based on the success of another of its animated series, Batman, Fox is considering two new Fox/DC cartoon projects: a Catwoman and Robin animated series.

Meanwhile, Disney is rumored to be putting the finishing touches on an Aladdin animated series - although Robin Williams beloved Genie character will not be involved in the TV adaption.

Finally, Nickelodeon appears to be back on track with the Ren & Stimpy Show, promising a total of 13 new episodes before summer. Hey, is it us, or has the brass at Nickelodeon performed some sort of lobotomy on the boys?

## SIMULATORS

### Fly an X-wing Fighter in Your Living Room?

Hughes Training, Inc. recently introduced Mirage, the world's most advanced concept in public entertainment.

Mirage is a multi-seat capsule based on advanced simulation and visual technology previously used for flight simulation.

Today this low-cost technology has been harnessed to develop an attraction that enables players to travel through and interact with a simulated world - a la virtual

reality.

LucasArts has worked with Hughes to co-develop the Mirage system and originate its creative concepts, including current games with multiple endings

"When players enter Mirage

they can count on their experience to take a different twist each time due to their own actions and those of their human competitors," said Ken McNamara, vice president and general manager for Hughes Training's

Commercial/Industrial division.

In one of the current games, the player assumes the role of an X-wing fighter pilot who must negotiate a treacherous canyon stocked with Empire gun emplacements and TIE fighters and interceptors.

Scenes are created by a state-of-the-art, anti-aliased image generator. The interactive, real-time system supports networking, data base management, animations, and environmental effects.





## INNERVIEW

# Wetworks!

**F**ollowing in the footsteps of great talents in other forms of art, Whilce Portacio was interested in comic book drawing as a child.

Today Portacio is one of the hottest artists in the booming comic book industry as his highly anticipated *Wetworks* title nears release in mid-May under the Image banner.

While growing up, Portacio admired Jack Kirby (who regularly worked with Stan Lee) in the pages of the *Fantastic Four* and Neal Adams, who worked on, among other titles, the *Green Lantern* and *Batman*. "What made those artists stand out," Portacio said, "was their realistic rendering and shading of characters - I liked that."

As Portacio's skills increased, he soon found himself working at comic giant Marvel. It was at Marvel, while working on *The Punisher*, *Uncanny X-Men*, and *X-Factor* titles, that Portacio's career really took off.

Readers snapped up copies of the Portacio-drawn titles. They couldn't get enough of the attention to detail and dramatic effects that characterized Portacio's work.

Meanwhile, as Portacio's artistic vision continued to expand, he felt more and more cramped by the limitations put on him by Marvel. Finding solidarity with some of his fellow artists at Marvel, Portacio joined the group that broke off and formed Image Comics last year.

Freed of his creative shackles, Portacio and co-creator Brandon Choi developed *Wetworks* - a military team of highly specialized soldiers that evolves into a superhuman fighting force by way of a mysterious accident (see illustration).

"My philosophy in drawing for comic books is that out of necessity, you have super heroes in fantastic situations - that's what readers expect. I aim for blurring the line between fantasy and reality by using factual tie-ins that lead into fantasy," Portacio explains.

The heavy artillery team, for example, uses a modified version of the U.S. military's phalanx-type machine guns. Combining a cyber-punk style



The *Wetworks* team starts out as a highly trained human strike force, but after a terrible accident, they emerge as "The Golden Warriors." Follow their adventures in Whilce Portacio's and Brandon Choi's eagerly awaited *Wetworks* mini-series, set to debut this spring from Image Comics.



# Full Steam Ahead



with technically accurate drawing, Portacio gives the reader a believable lead into a fantastic world.

The mini series, which comes out first, will explain the origin and basic elements of the team - including their special liquid metal suits that transform them into "The Golden Warriors."

When the regular series kicks in upon completion of the mini series, Portacio and Choi will explore the unique problems the Wetworks team encounters during their evolution from ordinary mortals into superheroes.

Their armor, an essential element in their transformation, provides some intriguing storylines. "A symbiotic relationship is forged between the armor and its host. The armor cannot survive without its human host, and therefore provides impenetrable protection. It even recognizes the tendencies of its host, and adjusts accordingly," Portacio explains.

"In one episode, for example, the muscle guy in the group, Dozer, wants to be even more massive. Like some super-steroid, the armor identifies his motive and he grows even bigger. But will Dozer's external frame get too big for his internal skeleton? Or will the suit somehow build up the calcium in his bones to support the increased mass?"

Besides intricate plots, Portacio's artwork contributes in unique ways to the story he's telling. "Since we don't have sound in comics, I try to manipulate panels and borders on a page to convey different effects," he said. (Note the way Portacio expresses the violent explosion in the illustration.)

Combining art of the highest caliber with in-depth story telling, Wetworks is destined to be a formidable bunch among superhero teams. In fact, Portacio hinted that eventually, Wetworks will square off with one of Image's other super forces. But will it be *Youngblood*, *Cyberforce*, or *WildC.A.T.s*?



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• We buy used \$34

Street Fighter II 68

Super Star Wars 64

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Battle vs. Blazers 58

Chester Chess 54

Defender 54

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Out of the World 58

Phantom 56

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Superman/X-Men 58

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Terminator 2 58

Wing Commander 58

### Group C

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• We buy used \$34

Adv. Island 58

Amazing Tennis 58

Amaze 64

Beast of the East 56

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Castle of the Beast 58

Check Ruck 58

Contra II 58

Desert Strike 58

Dino City 58

Dual 58

Face Ball 2000 58

Fl. Roc 58

Super Formas Box 58

Goal 56

Gun Force 58

Home Alone II 58

Jack Nicklaus Golf 58

John Madden Football 58

King of Monsters 58

Leg. Mythical Ninja 58

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Mario Kart 58

Master Point 58

Melody 58

## GENESIS

### Group D

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• We sell used \$30

• We buy used \$20

Adventures 48

Adventures Family 48

Battle Clash 48

Battle Clash 48

Battle Clash 48

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## Group E

• Swap fee \$12 per game (shipping is included)

• We sell used \$30

• We buy used \$20

Adventures 48

Adventures Family 48

Battle Clash 48

Battle Clash 48

Battle Clash 48

Battle Clash 48

Battle Clash 48

Battle Clash 48

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## Group F

• Swap fee \$12 per game (shipping is included)

• We sell used \$30

• We buy used \$20

Adventures 48

Adventures Family 48

Battle Clash 48

Battle Clash 48

Battle Clash 48

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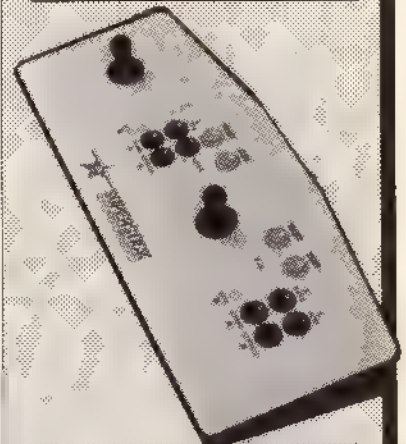
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- \$45 Battle Tagas
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- \$95 Core System
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# U.S. NATIONAL VIDEO GAME TEAMS INTERNATIONAL SCOREBOARD

**VIDEO GAME HIGH SCORES Effective January, 1993**

## Game of the Month High Scores!!

**This Month's Game...**

**Super Smash TV**

**1. Mark Corl**

**99,999,999**

2. Tom Bukowiecki 84,572,675
3. Brad Catwell 50,648,515
4. Aaron Justman 47,872,325
5. Stephen Krogman 47,778,925



**Send Scores For...**

**Death Valley Rally**

**All entries by April 15.**

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Now, you can show off your game playing skills with your very own U.S. National Video Game Team Jacket and T-Shirts! Each month, the top score on our Game of the Month will be awarded a Team Jacket and a car of your choice! Four runners-up will receive official Team T-Shirts! Get your high scores in today!

**NINTENDO**

Game	Score
Addam's Family	1,034,200
Adventure Island 2	272,040
Batman	6,802,500
Battletoads	999,999
Bucky O'Hare	999,900
Castlevania	999,990
Double Dragon 2	9,999,990
Dr. Mario	1,026,600
Godzilla	11,111,310
Home Alone	136,390
Iron Sword	1,314,416
Marble Madness	147,110
Paperboy	191,300
Rampage	42,999,963
Road Blasters	999,999
Robocop	112,081
Sqoon	12,012,210
Super Mario Bros. 3	9,999,990
T.M.N.T. 3	834,600

Player
Stephen Krogman
Edouard Charbonneau
Jeff Arensmeyer
Jason Klinger
Matt Hinrichs
Jeff Adkins
Edouard Charbonneau
Richard Sauther
David Wright
Peter Boadry
Jeff Adkins
Jason Turka
Glenn Stockwell
Stephen Krogman
Ralph Barbegalio
Jason Turka
Glen Stockwell
Sergio Stugar
Rick Lico

**SEGA**

Game	Score
After Burner	13,572,900
Altered Beast	234,400
Black Belt	999,900
Double Dragon	627,000
Moonwalker	21,020
The Ninja	1,924,650
Pro Wrestling	996,400
Rampage	998,165
Rastan	31,139,300
R-Type	1,128,500
Shinobi	1,165,750
Space Harrier 3 - D	35,257,970

Player
Christopher Sims
Alex Stamos
Rob Slegmann
Todd Feller
Vince Tennant
Vince Tennant
Vince Tennant
Christopher Sims
Christopher Sims
Brian Gaudreault
Todd Bustillo
Dan Lee

**SNES**

Game	Score
Act Raiser	199,980
Contra 3	9,999,999
Darius Twin	5,365,200
Final Fight	2,712,343
Pit Fighter	1,777,510
Super Adventure Island	494,100
Super Mario World	9,999,990
Super R-Type	9,999,900

Player
Richard Sauther
David Wright
Stephen Krogman
Mike Mullins
Carlton Barnes
Christopher Buccil
Kenneth Li
David Rumsey

**GENESIS**

Game	Score
Altered Beast	4,682,500
Batman	1,804,400
Buster Douglas	23,554,640
Cobra Command-CD Rom	242,400
Curse	10,560,300
Gaiares	1,791,041
Musha	155,997,820
Rolling Thunder 2	2,682,810
Sonic the Hedgehog	9,999,990
Streets of Rage	999,990
Stormlord	3,999,960
Tazmania	99,999,999

Player
Lee Venteicher
Richard Sauther
Richard Sauther
Shawn Sackenheim
Jeff Yonan
Jim Hakola
Teddy Meadows
Curtis Clare
Brian Herrmann
Jamison Scott
David Mulvany
Mark Fikaris

**ARCADE**

Game	Score
1943	2,947,360
After Burner	68,588,000
APB	1,002,324
Diner(PIN)	89,220,000
Double Dragon	146,860
Hard Drivin'	529,800
Klax	3,205,000
Out Run	49,050,270
Street Fighter II	Finished
Super Contra	10,640,310

Player
Brian Chapel
November Kelly
Greg Gibson
Steve Ryno
Andy Baran
Jerry Landers
Leong Su Chin
Dan Lee
Stephan Krogman
Martin Alessi

**TURBO**

Game	Score
Alien Crush	999,999,900
Bloody Wolf	35,764,000
Cyber Core	9,999,900
Dragon Spirit	639,670
Fighting Streets	1,590,900
Galaga 90	1,504,140
Klax	3,460,750
Monster Lair	561,090
Ninja Spirit	99,999,900
Parasol Stars	83,062,580
R-Type	999,900
Splatterhouse	99,999,900
Super Star Soldier	13,442,900

Player
Barry Bowman
Rikky Graham
Josh Winter
Randy Lewis
Dennis Crowley
Jeff Yonan
Jonathon Paleologos
Paul Cinker
Mike Curran
Justin Haworth
Chris Nygaard
Chris Nygaard
Jeff Yonan

Rules - All scores on Death Valley Rally must be received by April 15, 1993. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted with a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.

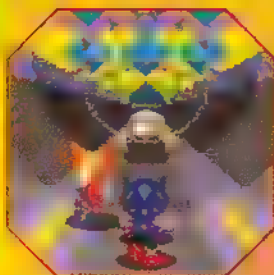


# GAME OVER

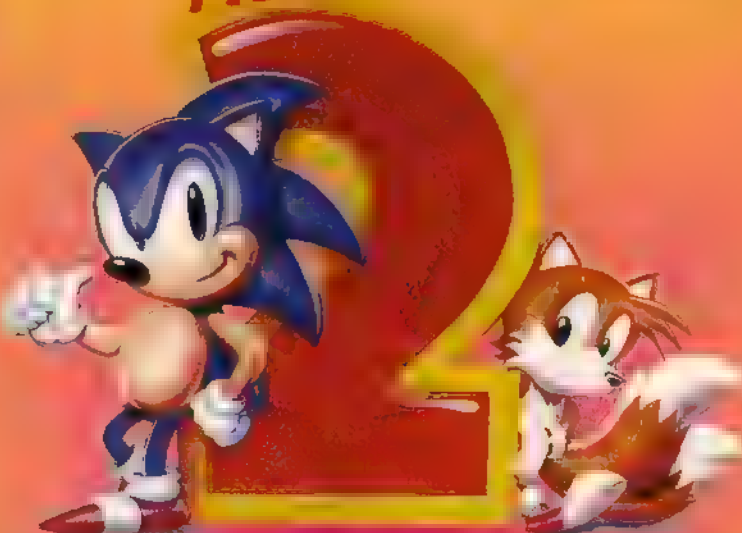
## SONIC

### THE HEDGEHOG

#### CHAOS EMERALDS



Remember to collect all seven Chaos Emeralds! If all seven are obtained, Sonic can transform into Super Sonic! In this state, Sonic cannot be harmed (except he can be crushed), can do super duper jumps and runs - as long as he can keep getting rings! However, he can change into Super Sonic only when he has 50 rings!



#### THE MANY FACES OF ROBOTNIK:

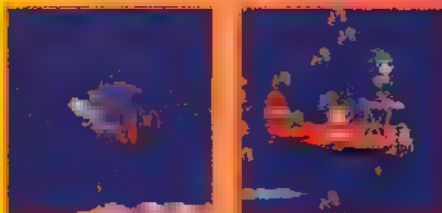


#### LAST BATTLE

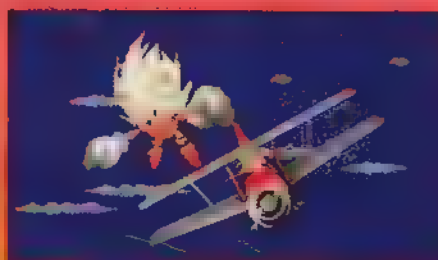


The big robot is the final Robotnik creation! But first, you must beat Mecha-Sonic (inset)! MS can be defeated by jumping on its head; Robotnik can be defeated by jumping on his chest when it lands or when its arms are retracted! But watch for Robotnik's shooting arms and flying mines! Is Sonic up 2 it?

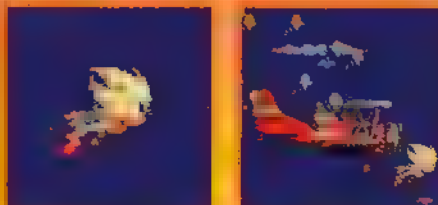
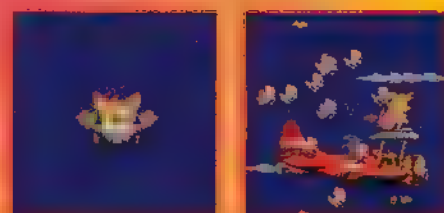
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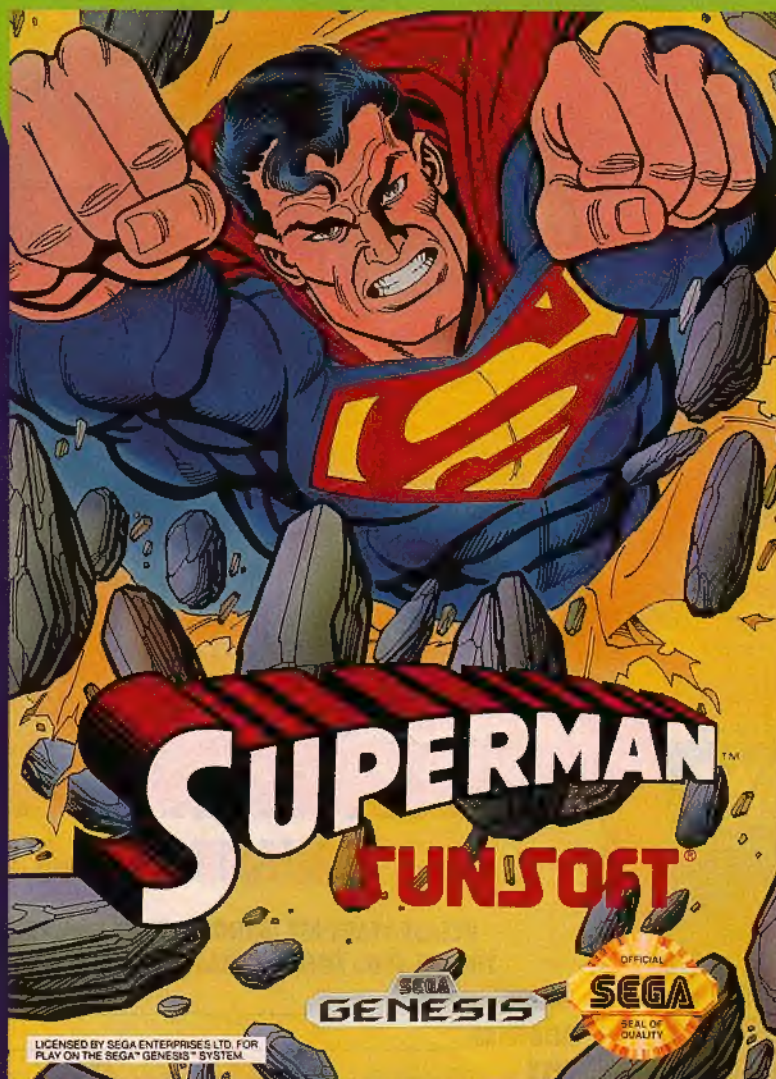
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